DOCUMENT RESUME

ED 305 061 IR 013 737

AUTHOR Bethke, Dee; And Others
TITLE SEED Software Annotations.
INSTITUTION Southeastern Educational Improvement Lab., Research Triangle Park, NC.
PUB DATE Feb 88
NOTE 203p.; For other software annotations from Project SEED, see ED 294 564 and ED 295 592.
PUB TYPE Reference Materials - Directories/Catalogs (132) -- Book/Product Reviews (072) -- Guides - Non-Classroom Use (055)

EDRS PRICE MF01/PC09 Plus Postage.
DESCRIPTORS *Computer Assisted Instruction; *Computer Games; *Computer Software; Computer Software Reviews; *Courseware; Drills (Practice); Elementary Secondary Education; Indexes; *Menu Driven Software

ABSTRACT

This document provides a composite index of the first five sets of software annotations produced by Project SEED. The software has been indexed by title, subject area, and grade level, and it covers sets of annotations distributed in September 1986, April 1987, September 1987, November 1987, and February 1988. The date column in the index indicates the set of annotations in which the software review can be found. In some cases, software publishers are starred to indicate that the publisher has changed, and the new publishers are listed at the end of the index. Also included are two sets of SEED software annotations--a November 1987 issue with 61 reviews and a February 1988 issue with 70 reviews, for a total of 131 reviews. Each annotation contains information on the software subject area; grade level; backup and preview policy; prices; hardware and peripheral requirements; a short description of the contents; short summaries of software strengths, weaknesses, and uses; a recommendation; and producer's comments. Subjects covered include art education, business/vocational education, computer literacy/technology, foreign language, health/safety, keyboarding, language arts/reading, library/media, math, preschool/early childhood, problem solving, science, social studies, traffic safety, utility/productivity tools, and vocational education. (EW)

****
* Reproductions supplied by EDRS are the best that can be made *
* from the original document. *
****

U.S. DEPARTMENT OF EDUCATION
Office of Educational Research and Improvement
EDUCATIONAL RESOURCES INFORMATION CENTER (ERIC)
☒ This document has been reproduced as received from the person or organization originating it.
☐ Minor changes have been made to improve reproduction quality.
• Points of view or opinions stated in this document do not necessarily represent official OERI position or policy.

ED305061

SEED SOFTWARE ANNOTATIONS

This printing consists of two issues - a November, 1987 issue of 61 reviews and a February, 1988 issue with 70 reviews for a total of 131.

SEED TASK FORCE MEMBERS:

Ron Wright, Alabama
David Brittain, Florida
Max Wilson, Georgia
Donna Lander, Mississippi
Elsie Brumback, North Carolina
Clyde Green, South Carolina

Dee Bethke, SEED Coordinator
Marcia Graff, SEED Assistant Coordinator

"PERMISSION TO REPRODUCE THIS MATERIAL HAS BEEN GRANTED BY
N.T.Bagenstos

TO THE EDUCATIONAL RESOURCES INFORMATION CENTER (ERIC)."

February 1988

BEST COPY AVAILABLE

IR013737

A Project of the
Southeastern Educational Improvement Laboratory
P. O. Box 12746, 200 Park, North Carolina 27709
Telephone: 919/549-8216

BEST COPY AVAILABLE

INDEX TO COMPUTER SOFTWARE ANNOTATIONS PRODUCED BY PROJECT SEED

The attached list is a composite index of the first five sets of software annotations produced by Project SEED. The software has been indexed by title, subject area, and grade level. Sets of annotations were distributed in September 1986, April 1987, September 1987, November 1987, and February 1988. The "Date" column in the index indicates the set of annotations in which the software review can be found. In some cases, software producers are starred (*) to indicate that the publisher has changed. The new publishers are listed at the end of the index.

TITLE	PRODUCER	DATE
ACE Programmer: Level I	Mindplay	Feb. 88
ACE Reporter	Mindplay	April 87
Adding Decimals	*Microcomputer Workshops	Sept. 86
Advertising Techniques	Micro Power and Light	Sept. 86
Alge-Blaster	Davidson	Nov. 87
Algebra: Equations	*Microcomputer Workshops	Sept. 87
Algebra: Equations II	*Microcomputer Workshops	Sept. 87
Algebra: Equations III	*Microcomputer Workshops	Sept. 87
Algebra Series: Binomial Multiplication	*Microcomputer Workshops	Nov. 87
Algebra Series: Factoring Algebraic Expressions	*Microcomputer Workshops	Nov. 87
Algebra Series: Graphing Linear Functions	*Microcomputer Workshops	Nov. 87
Algebra Series: Simultaneous Linear Equations	*Microcomputer Workshops	Feb. 88
Algebra Series: Solving Fractional Equations	*Microcomputer Workshops	Nov. 87
Algebra Series: Solving Quadratic Equations	*Microcomputer Workshops	Nov. 87
Algebra Word Problems	Intellectual	Sept. 86
Algebra Word Problems I: Motion	*Microcomputer Workshops	Nov. 87
Algebra Word Problems II: Area, Perimeter & Lever	*Microcomputer Workshops	Nov. 87
Algebra Word Problems III: Mix., Coin, & Invest.	*Microcomputer Workshops	Nov. 87
All About You and The Weather	Grolier	April 87
Alligator Alley	DLM	Sept. 86
Alligator Mix	DLM	Sept. 86
Alphabet Sounds	Data Command	April 87
America's Presidents: Age of Conflict	Intellectual	Sept. 87
America's Presidents: Age of Growth	Intellectual	Sept. 87
America's Presidents: Founding a Nation	Intellectual	Sept. 87
America's Presidents: The Modern Era	Intellectual	Sept. 87
America's Presidents: World Wars, Prosperity	Intellectual	Sept. 87
Analogies Advanced	Hartley	Sept. 87
Analogies Tutorial	Hartley	April 87
Analytical Reasoning	Intellectual	Sept. 87
Anatomy Challenge	Island Software	Sept. 86
Ancient Rome	Teach Yourself by Comp.	Sept. 87
Answer Matches	Media Materials	Sept. 86
Antonyms, Synonyms, and Homonyms	Classroom Consortia Media	Nov. 87

TITLE	PRODUCER	DATE
Arrow Dynamics	Sunburst	Sept. 86
Baffles	Conduit	Sept. 86
Bank Street Filer	Broderbund	Nov. 87
Bank Street Speller	Broderbund	Sept. 86
Bannercatch	Scholastic	Sept. 87
Basic English Skills: Parts of Speech	*Encyclopaedia Britannica	Sept. 86
Basic English Skills: Sentences	*Encyclopaedia Britannica	Sept. 86
Bataille de Mots	Gessler	Sept. 86
Beginner Reader	Intellectual	April 87
Beginning Math: Box Introduces Addition	SVE	Sept. 87
Beginning Mathematics Concepts	*Encyclopaedia Britannica	Feb. 88
Beyond the Rising Sun: Discover Japan	Educational Activities	Sept. 87
Big Bird's Funhouse	*CBS	Sept. 86
Biofeedback Microlab	HRM	Feb. 88
Biology Challenge	Island Software	Sept. 86
Biology I	Intellectual	Sept. 86
Biology II	Intellectual	Sept. 86
Blazing the Basic Trail	Sunburst	Sept. 86
Body in Focus	*CBS	Sept. 86
Body Transparent	*Designware	Sept. 86
Build a Book About You	Scarborough Systems	Sept. 86
Campaign Math	Mindplay	Feb. 88
Capitalization	Gamco	Sept. 86
Capitalization Plus	*CBS	Sept. 86
Car Builder	*Weekly Reader	April 87
Cell Functions: Growth and Mitosis	IBM	Nov. 87
Cell Growth and Mitosis	Classroom Consortia Media	Sept. 86
Cells & Tissues	Educational Activities	Sept. 87
Challenging Analogies	Micro Power & Light	Sept. 86
Chemistry Lab Simulations #1	High Technology Software	April 87
Chemistry Lab Simulations #2	High Technology Software	April 87
Chemistry: Stoichiometry	*Encyclopaedia Britannica	Sept. 86
Circulation & Digestion	Milliken	Nov. 87
Classification of Living Things	Educational Activities	Sept. 86
Classmate	Davidson	Nov. 87
Classroom Records Software System	South-Western Publishing	Feb. 88
Clock Works	MECC	Sept. 87
Clowning Around	Learning Technologies	Nov. 87
Code Quest	Sunburst	April 87
Comparison Kitchen	DLM	April 87
Comprehension Power Level B	Milliken	April 87
Comprehension Power Level E	Milliken	Sept. 87
Computer Biology Lab: Frog Dissection	Cross Educational Soft.	Sept. 86
Computer Study Program for the SAT	Barron's Educational	April 87
Congress	B5 Software	Feb. 88
CORE Reading and Vocabulary Development	Educational Activities	Sept. 86
Country Game	Intellectual	Nov. 87
Create With Garfield	DLM	Sept. 87
Creative Contraptions	Bantam Electronic	Feb. 88

TITLE	PRODUCER	DATE
Crossword Magic	Mindscape	April 87
Decimals	JMH	April 87
Developing Basic Writing Skills	Educational Activities	Feb. 88
Develop. Reading Skills for Lit.: The Iliad	Merit Audio-Visual	Nov. 87
Develop. Reading Skills for Lit.: Macbeth	Merit Audio-Visual	Nov. 87
Develop. Reading Skills for Lit.: Tell-Tale Heart	Merit Audio-Visual	Nov. 87
Diabetes and Hypoglycemia	Intellectual	Nov. 87
Diascriptive Reading I (copyright 1983)	Educational Activities	Sept. 86
Diascriptive Reading I (copyright 1984)	Educational Activities	Nov. 87
Diascriptive Reading II	Educational Activities	Sept. 86
Dinosaur Dig	*CBS	April 87
Discover	Sunburst	Sept. 86
Discover the World	Hartley	Feb. 88
Discovery!	Milliken	Nov. 87
Dividing Decimals	*Microcomputer Workshops	Sept. 86
Dragon Mix	DLM	Sept. 86
EA Mathematics Worksheet Generator	Educational Activities	Sept. 86
Early Childhood Learning Program	Educational Activities	Sept. 86
Early Discoveries: Colors and Shapes	Hartley	Sept. 87
Early Discoveries: Conservation & Counting	Hartley	Sept. 87
Early Learning Adventures	*Encyclopedia Britannica	Nov. 87
Earth: The Inside Story	Educational Activities	Feb. 88
Earthquakes	IBM	Nov. 87
Eastern U.S.	Mindscape	Nov. 87
Economics Challenge Curriculum Pack, The	*Blue Chip	Sept. 87
EduCalc	Grolier	April 87
Election Simulation	Intellectual	Nov. 87
Electronic Spreadsheets: An Introduction	Educational Activities	April 87
Enchanted Forest	Sunburst	April 87
English Achievement I	*Microcomputer Workshops	Sept. 87
English Achievement II	*Microcomputer Workshops	Sept. 87
English Achievement III	*Microcomputer Workshops	Sept. 87
English Achievement IV	*Microcomputer Workshops	Sept. 87
English Achievement V	*Microcomputer Workshops	Sept. 87
Estimation Invasion	*Encyclopedia Britannica	Sept. 87
Expedition to Saqqara	Intellectual	Sept. 87
Experiments in Human Physiology	HRM	Feb. 88
Experiments in Science	HRM	Feb. 88
Exploring Logo	Sunburst	Sept. 86
Exploring Tables and Graphs, Level 1	*Weekly Reader	Sept. 86
Exploring Tables and Graphs, Level 2	*Weekly Reader	Sept. 86
Fact Sheets	Hartley	April 87
Factory, The	Sunburst	Sept. 86
Fairy Tales	Intellectual	Nov. 87
Fantavision	Broderbund	Nov. 87
Fatjack	Learning Seed	Sept. 86
First Encounters	Educational Activities	Sept. 86
First Grade Reading Comprehension	Intellectual	Feb. 88

TITLE	PRODUCER	DATE
First Steps to Reading-Phonics I & II	Grolier	Sept. 87
Five Senses: A Touchy Subject	Marshfilm Enterprises	Sept. 86
Five Senses: Now Hear This	Marshfilm Enterprises	Sept. 86
Five Senses: Smell and Tell	Marshfilm Enterprises	Sept. 86
Five Senses: The Eyes Have It	Marshfilm Enterprises	Sept. 86
For Your Next Adventure	Sunburst	April 87
Game of Presidents	Intellectual	Nov. 87
Game of States	Intellectual	Nov. 87
Game Show, The	Advanced Ideas	Sept. 86
Geometric Supposer: Quadrilaterals	Sunburst	April 87
Geometry	JMH	April 87
Gertrude's Puzzles	Learning Company, The	Sept. 87
Getting Ready To Read and Add	Sunburst	Sept. 86
Grammar	Gamco	Sept. 87
Grammar: Word Functions	BrainBank	Sept. 86
Graphics Department	Sensible Software	Feb. 88
Graphics Exhibitor	Koala Technologies	Sept. 87
Grimble Process	*Jostens Learning Systems	April 87
Halley Project, The	Mindscape	Nov. 87
Hangman	NTS Software	Feb. 88
Health Awareness Games	HRM	Feb. 88
Heart Lab	Educational Activites	Sept. 86
Heart Simulator	Focus Media	Sept. 86
Heat -- Calorimetry and Thermodynamics	EME	Sept. 86
Heat and Light	Educational Activities	Sept. 87
Hide N' Sequence	Sunburst	Sept. 87
Hinky-Pinky	*Learning Well	Sept. 86
Holt Reading Skills Extender	Holt, Rinehart,& Winston	Sept. 87
Home Energy Savings	HRM	Feb. 88
Honors Algebra	Intellectual	Feb. 88
Honors Geometry	Intellectual	Feb. 88
How a Bill Becomes a Law	Intellectual	Sept. 86
How Can I Find It If I Don't Know What I'm...For	Sunburst	Nov. 87
Human Body, The	Educational Activities	Sept. 87
Human Systems: Series I & II	Focus Media	Sept. 86
Incredible Laboratory, The	Sunburst	Sept. 86
Integers	JMH	April 87
Interactive Writing Tools	*Encyclopedia Britannica	Sept. 87
Intermediate Algebra	Avant-Garde Publishing	Sept. 86
Interpreting Graphs	Sunburst	Sept. 87
Introductory Algebra	Avant-Garde Publishing	Sept. 86
It's No Game	Educational Activities	Nov. 87
Jungle Rescue/Spelling	*Learning Well	Sept. 86
Kermit's Electronic Storymaker	Simon and Schuster	Sept. 86
Keys to Responsible Driving	*CBS	Sept. 86
King's Rule	Sunburst	Sept. 86
Kittens, Kids, and a Frog	Hartley	April 87

TITLE	PRODUCER	DATE
La Corrida de Toros	Gessler	Sept. 86
Language Activities Courseware, Level 5	Houghton Mifflin	Sept. 87
Le Vocabulaire Francaise	Island Software	Feb. 88
Learning Place Value	Classroom Consortia Media	Feb. 88
Learning Through Logo	Sunburst	Sept. 86
Letter Recognition	Hartley	April 87
Life Science Data Base	Scholastic	Nov. 87
Light, Plants and Photosyn: Energy in Conversion	IBM	Feb. 88
Light Waves	EME	Sept. 86
Logical Reasoning	Intellectual	Feb. 88
LOGO: Explore and Discover	Continental Press	Feb. 88
Lucky's Magic Hat	Advanced Ideas	Sept. 87
M-ss-ng L-nks: Al Pie De La Letra/Span.	Sunburst	April 87
Magic Cash Register	Avante-Garde Publishing	Sept. 86
Magic Castle/Vocabulary Building	*Learning Well	Sept. 86
Magic Slate	Sunburst	April 87
Map Reading	Micro Power & Light	Sept. 86
Market Place, The	MECC	Nov. 87
Mastering Computer Literacy	Continental Press	April 87
Mastering Mathematics: Decimals	Continental Press	April 87
Mastering the ACT	*CBS	April 87
Mastering the SAT	*CBS	Sept. 86
Math Concepts I and II	Hartley	April 87
Math Enrichment: Number Puzzles	JMH	Feb. 88
Math For Everyday Living	Educational Activities	Sept. 86
Math Machine	Southwest EdPsych	Sept. 87
Math Maze	*Encyclopaedia Britannica	Sept. 86
Math Shop	Scholastic	Feb. 88
Math Skills -- Junior High Level	*Encyclopaedia Britannica	Sept. 86
Mathematics A-G	Intellectual	Sept. 87
Mathematics Activities Courseware:3,4,5	Houghton Mifflin	Sept. 87
Mathsheet	Houghton Mifflin	Sept. 87
MECC DataQuest: The Fifty States	MECC	Nov. 87
MECC Dataquest: The Presidents	MECC	Feb. 88
MECC Keyboarding Master	MECC	April 87
MECC Keyboarding Primer	MECC	April 87
MECC Mastering Math Series (Instructional Prg.)	MECC	Nov. 87
MECC Mastering Math Series (Utility Programs)	MECC	Nov. 87
MECC Writing An Opinion Paper	MECC	April 87
Medalists: Continents	Hartley	April 87
Medalists: The Black Americans	Hartley	Sept. 87
Medalists: The Presidents	Hartley	Sept. 87
Medalists: The States	Hartley	Sept. 87
Medalists: Women in History	Hartley	Sept. 87
Meg-A-Math Set	Micro Power & Light	Sept. 87
Memory: A First Step In Problem Solving	Sunburst	April 87
Memory Match	Hartley	April 87
Metric	JMH	April 87

TITLE	PRODUCER	DATE
Metric Skills I and II	Hartley	Sept. 86
Micro Messenger	K-12 MicroMedia	April 87
Microbiology Techniques	EME	Sept. 86
Microcourse Language Arts: Sentence Structure	Houghton Mifflin	Sept. 87
Microcourse Language Arts: Usage	Houghton Mifflin	Sept. 87
Microcourse Reading: Study Skills	Houghton Mifflin	Nov. 87
MicroSpeedRead	*CBS	Feb. 88
MICROTYPE: The Wonderful World of Paws	South-Western Publishing	Feb. 88
Microzine Volumes 1-11	Scholastic	Sept. 86
Milliken Word Processor	Milliken	April 87
Milt's Math Drills	Hartley	Sept. 87
Mind Over Matter	*Learning Well	Sept. 86
Mission Control Word Games	Gamco	Feb. 88
Model Diet	Softsync	April 87
Money	Gamco	Feb. 88
Mountain Climbing/Cause & Effect	*Learning Well	Sept. 86
Multiplying Decimals	*Microcomputer Workshops	Sept. 86
Muppet Word Book	Sunburst	Feb. 88
Newberry Winners - My Side of the Mountain	Sunburst	Nov. 87
Newsroom	Scholastic	Sept. 86
Note Card Maker	Grolier Electronic	Sept. 86
Number Theory	JMH	Feb. 88
Nutrition Series: Food Group Puzzles	Marshfilm	Sept. 86
Nutrition Series: Food for Thought	Marshfilm	Sept. 86
Nutrition Series: You Are What You Eat	Marshfilm	Sept. 86
Observation and Classification	Hartley	April 87
Observatory	Lightspeed Software	April 87
One World: A Countries Database	Active Learning Systems	Sept. 87
Optics and Light	Focus Media	Sept. 86
Oregon Trail, The (No. A-157)	MECC	Nov. 87
Our Weird and Wacky World: Critical Reading	Educational Activities	Feb. 88
Our Weird and Wacky World: Literal Comprehension	Educational Activities	Feb. 88
Passive Transport: Diffusion and Osmosis	IBM	Feb. 88
Perimeter, Area, Volume	Gamco	Feb. 88
Photosynthesis and Light Energy	Classroom Consortia Media	Sept. 86
Picture Puzzles	Data Command	April 87
Planetary Construction Set	Sunburst	Feb. 88
Plants: Growth and Specialization	IBM	Sept. 87
Pollination and Fertilization	IBM	Sept. 87
Polynomial Practice Using Tiles	Sunburst	Sept. 86
Pond, The	Sunburst	Sept. 86
Poster	Scholastic	Feb. 88
Practical Geometry Series	Intellectual	Sept. 87
Practical Grammar I Series	Intellectual	Nov. 87
Pre-Algebra: Number Properties	JMH	Sept. 87
Pre-Algebra: Percents	JMH	Sept. 87
PreGED Prep-Test 2 (Social Studies)	Intellectual	Nov. 87
Presidential Decisions of Andrew Jackson	B5 Software	Feb. 88
Presidential Decisions of George Washington	B5 Software	Sept. 87

TITLE	PRODUCER	DATE
Proportions in Geometry	Bergwall	Nov. 87
Punctuation Circus	Micro Power & Light	Sept. 86
Puzzler, The	Sunburst	Nov. 87
Quiz Grid: Biology	HRM	Feb. 88
Quiz Grid: Chemistry	HRM	Feb. 88
Quotation Marks	Educational Activities	Sept. 86
Ratios and Proportions	JMH	April 87
Reading Comprehension	Houghton Mifflin	Feb. 88
Reading Comprehension (A,AA,B,BB,C,D,E,F)	Intellectual	Sept. 87
Reading Comprehension: 3,4,5	Intellectual	Nov. 87
Reading Comprehension: 6,7,8	Intellectual	Nov. 87
Reading for Comp.: Jason & The Golden Fleece	*Encyclopaedia Britannica	Sept. 86
Reading for Comp.: Mysterious Pyramid	*Encyclopaedia Britannica	Sept. 86
Reading the Facts	Media Materials	Feb. 88
Regions of the United States	Educational Activities	Sept. 87
Relevant Reading Through Science	Aquarius People Materials	April 87
Rendezvous	*Eduware	Sept. 86
Respiratory System: A Puff of Air	Marshfilm	Sept. 86
Return to Reading: Johnny Tremain	Media Basics	Sept. 86
Return to Reading: The Odyssey	Media Basics	Sept. 86
Rhyming To Read	Grolier	Sept. 86
Right Turn	Sunburst	April 87
Rivers and Ancient Cultures	Teach Yourself by Comp.	Sept. 86
Road Rally U.S.A.	Bantam Electronics	Nov. 87
RoboMath	Mindplay	Feb. 88
Run for President	World Book	Feb. 88
Salina Math Games	Educational Activites	Sept. 86
Salt Shaker	Learning Seed	Sept. 86
SAT Exam Preparation Series	Krell Software	Feb. 88
Scalar Speed and Vector Velocity	Classroom Consortia Media	Sept. 86
Scholastic Life Science Database	Scholastic	April 87
Science Tool Kit: Master Module	Broderbund	Feb. 88
Sensible Speller	Sensible Software	Feb. 88
Sentence Structure: Skills Building Adventures	SVE	Feb. 88
Sentences and Fragments	Micro Power & Light	Sept. 86
Settling America	World Book	Nov. 87
Shakespeare	Hartley	Sept. 87
Shapes and Color Rodeo	DLM	April 87
Sir Isaac Newton's Games	Sunburst	Feb. 88
Smoking Decision	Sunburst	April 87
Social Studies Fact Finder:(Junior High)	HRM	Feb. 88
Social Studies Fact Finder:(Senior High)	HRM	Feb. 88
Social Studies Skill Builder	Intellectual	Nov. 87
Solar System Astronomy	Cross	Sept. 87
Space Journey	Mindscape	Feb. 88
Spectrum	Sunburst	April 87
Speed Reading	BPI Systems	Sept. 86
Spell It	Davidson	Sept. 86

TITLE	PRODUCER	DATE
Spelling System	Milliken	April 87
Spelling Wiz	DLM	Sept. 86
Square Pairs	Scholastic	April 87
Squire: The Financial Planning Simulation	*Designware	April 87
Star Search	Earthware	Sept. 86
Stellar Astronomy	Cross Educational Soft.	April 87
Steps to Comprehension	Ed. Publishing Concepts	Feb. 88
Stickybear ABC	* Weekly Reader	Nov. 87
Stickybear Reading	* Weekly Reader	Nov. 87
Story Maker	Scholastic	April 87
Story of Miss Mouse	Grolier Electronic	April 87
Structure of Matter	Classroom Consortia Media	Sept. 86
Subject-Verb Agreement	*Microcomputer Workshops	April 87
Subtracting Decimals	*Microcomputer Workshops	Sept. 86
Success with Reading	Scholastic	Feb. 88
Supreme Court Decision	Intellectual	Feb. 88
Take Me North	World Book	Nov. 87
Targets	Sunburst	April 87
Taxonomy Game	Intellectual	April 87
Teacher's PET	Imperial International	Sept. 87
Teasers by Tobbs	Sunburst	Sept. 86
Teeth	Intellectual	Feb. 88
Test Taker's Edge: Social Studies	Sunburst	Feb. 88
Test Taker's Edge: Vocabulary	Sunburst	Feb. 88
That's My Story	*Learning Well	Sept. 86
Time Line: Ancient History	Intellectual	Feb. 88
Time Line: Biblical	Intellectual	Feb. 88
Time Line: U.S. History	Intellectual	Feb. 88
Time Line: World History	Intellectual	Feb. 88
Time Master	Micro Power & Light	Sept. 86
Tobacco: To Smoke or Not To Smoke	Marshware	April 87
Toward Better Reading Skills (A-F)	Intellectual	Nov. 87
Transportation	Intellectual	Nov. 87
Trap-A-Zoid	*DesignWare	April 87
Treasure Island	Classics on Computer	Feb. 88
Trio	Softsync	Sept. 86
U.S. Atlas Action	DLM	Nov. 87
U.S. Constitution Tutor	MicroLab	Sept. 87
U.S. History Database for PFS:File	Scholastic	April 87
USA Profile: Social & Geographic Database	Active Learning Systems	Sept. 87
Using a Calendar	Hartley	April 87
Vectors and Graphing	Cross Educational	Feb. 88
Vectors and Linear Motion	Focus Media	Sept. 86
Verb Viper	DLM	Sept. 86
Vertical File Resource Materials	Ed. Resource & Research	Feb. 88
Vocabulary (II-IV)	IBM	Sept. 87
Vocabulary Builder	Micro Power & Light	Sept. 87

TITLE	PRODUCER	DATE
Volcanoes	Earthware	Sept. 86
Volcanoes	Prentice Hall	Feb. 88
Voyages of Discovery: Lewis and Clark	HRM	Feb. 88
Wally's Word Works	Sunburst	April 87
Washington's Decisions	Educational Activities	Nov. 87
Water Pollution	EME	Feb. 88
Weather Command: A Science Game	Educational Audio Visual	Feb. 88
Webster: The Word Game	*CBS	Sept. 86
What's My Line	Intellectual	Nov. 87
Whatsit Corporation	Sunburst	Sept. 86
WhizCalc I	World Book	Sept. 87
WhizCalc II	World Book	Nov. 87
Who Am I?	Intellectual	Nov. 87
Who, What, When, Where, Why	Hartley	Sept. 87
Wizard of Words	Advanced Ideas	Sept. 86
Word Master	DLM	Sept. 86
Word Prep Advanced	Micro Power & Light	Sept. 86
Word Prep Basic	Micro Power & Light	Sept. 86
Word Quest	Sunburst	Sept. 87
WordSearch	Hartley	April 87
Wordwright	*Encyclopaedia Britannica	Sept. 86
World Atlas Action	DLM	Sept. 87
World Geography Adventure Series	Intellectual	April 87
World Geography Series	Intellectual	Sept. 86
Writing 1-5	*Designware	Nov. 87
Writing Adventure	DLM Teaching Resources	April 87
Writing Competency Program	Educational Activities	Sept. 87

* Please note the changes in the following software publishers. The addresses for these publishers may be found on pages 40-45 of this publication.

CBS, Learning Well, and Microcomputer Workshops are now available from Mindscape.
Encyclopaedia Britannica is now available from Looking Glass Learning Products.
Jostens is now available from Prescription Learning Corporation.
Designware, Eduware, and Blue Chip are now available from Brittanica Learning Corp.
Weekly Reader is now available from Optimum Resource.

SUBJECT INDEX TO COMPUTER SOFTWARE ANNOTATIONS

TITLE	GRADE LEVEL	DATE
ART EDUCATION		
Fantavision	4-12	Nov. 87
Graphics Exhibitor	6-12	Sept. 87
BUSINESS/VOCATIONAL EDUCATION		
Advertising Techniques	4-8	Sept. 86
EduCalc	9-12	April 87
Electronic Spreadsheets: An Introduction	6-12	April 87
MECC Keyboarding Master	4-12	April 87
MECC Keyboarding Primer	4-12	April 87
MICROTYPE: The Wonderful World of Paws	3-6	Feb. 88
Squire: The Financial Planning Simulation	10-12	April 87
Trio	6-12 Adult	Sept. 86
COMPUTER LITERACY/TECHNOLOGY		
ACE Programmer: Level I	5-12 Adult	Feb. 88
Alligator Alley	K-12 Adult	Sept. 86
Arrow Dynamics	6-12 Adult	Sept. 86
Bank Street Filer	5-12	Nov. 87
Blazing the Basic Trail	7-12	Sept. 86
Exploring Logo	6-12 Adult	Sept. 86
First Encounters	K-6	Sept. 86
For Your Next Adventure	6-12	April 87
Grimble Process	1-4	April 87
Learning Through Logo	3-5	Sept. 86
LOGO: Explore and Discover	2-6	Feb. 88
Mastering Computer Literacy	7-12	April 87
Micro Messenger	4-12	April 87
Trio	6-12 Adult	Sept. 86
FOREIGN LANGUAGE		
Bataille de Mots	7-12	Sept. 86
La Corrida de Toros	7-10	Sept. 86
Le Vocabulaire Francaise	7-12 Adult	Feb. 88
M-ss-ng L-nks: Al Pie De La Letra/Span.	10-12	April 87
HEALTH/SAFETY		
Body Transparent	4-12 Adult	Sept. 86
Diabetes and Hypoglycemia	7-12 Adult	Nov. 87
Fatjack	6-12	Sept. 86
Health Awareness Game	7-12 Adult	Feb. 88
Heart Lab	5-12	Sept. 86

TITLE	GRADE LEVEL	DATE
Heart Simulator	6-12	Sept. 86
It's No Game	K-4	Nov. 87
Model Diet	9-12	April 87
Nutrition Series: Food Group Puzzles	3-12	Sept. 86
Nutrition Series: Food for Thought	3-12	Sept. 86
Nutrition Series: You Are What You Eat	3-12	Sept. 86
Salt Shaker	6-12 Adult	Sept. 86
Smoking Decision	3-6	April 87
Tobacco: To Smoke or Not To Smoke	6-12	April 87
KEYBOARDING		
MECC Keyboarding Master	4-12	April 87
MECC Keyboarding Primer	4-12	April 87
LANGUAGE ARTS/READING		
ACE Reporter	4-6	April 87
Alphabet Sounds	K-2	April 87
Analogies Advanced	6-12	Sept. 87
Analogies Tutorial	5-8	April 87
Antonyms, Synonyms, and Homonyms	5-12	Nov. 87
Bank Street Speller	6-12	Sept. 86
Basic English Skills: Parts of Speech	5-12	Sept. 86
Basic English Skills: Sentences	5-12	Sept. 86
Beginner Reader	2-5	April 87
Build a Book About You	K-4	Sept. 86
Capitalization	4-8	Sept. 86
Capitalization Plus	4-9	Sept. 86
Challenging Analogies	8-12	Sept. 86
Comprehension Power Level B	7-12	April 87
Comprehension Power Level E	5-12	Sept. 87
CORE Reading and Vocabulary Development	2-12	Sept. 86
Create With Garfield	3-12 Adult	Sept. 87
Developing Basic Writing Skills	5-7	Feb. 88
Develop. Reading Skills for Lit.: The Illiad	8-12	Nov. 87
Develop. Reading Skills for Lit.: Macbeth	8-12	Nov. 87
Develop. Reading Skills for Lit.: Tell-Tale Heart	8-12	Nov. 87
Diascriptive Reading I (copyright 1983)	1-6	Sept. 86
Diascriptive Reading I (copyright 1984)	2-5	Nov. 87
Diascriptive Reading II	3-8	Sept. 86
Early Childhood Learning Program	K-6	Sept. 86
Early Discoveries: Colors and Shapes	K-1	Sept. 87
English Achievement I	10-12 Adult	Sept. 87
English Achievement II	10-12 Adult	Sept. 87
English Achievement III	10-12 Adult	Sept. 87
English Achievement IV	10-12 Adult	Sept. 87
English Achievement V	10-12 Adult	Sept. 87
Fairy Tales	2-3	Nov. 87
First Grade Reading Comprehension	1	Feb. 88

TITLE	GRADE LEVEL	DATE
First Steps to Reading-Phonics I & II	K-2	Sept. 87
Getting Ready to Read and Add	K-1	Sept. 86
Grammar	4-8	Sept. 87
Grammar: Word Functions	3-12	Sept. 86
Hangman	4-7	Feb. 88
Hide N' Sequence	3-5	Sept. 87
Hinky-Pinky	4-12 Gifted	Sept. 86
Holt Reading Skills Extender	3-8	Sept. 87
Interactive Writing Tools	6-12	Sept. 87
Jungle Rescue/Spelling	5-8	Sept. 86
Kermit's Electronic Storymaker	K-2	Sept. 86
Kittens, Kids, and a Frog	1-2	April 87
Language Activities Courseware, Level 5	4-7	Sept. 87
Letter Recognition	K-1	April 87
Lucky's Magic Hat	K-12	Sept. 87
Magic Castle/Vocabulary Building	2-3	Sept. 86
MECC Writing An Opinion Paper	7-12	April 87
Microcourse Language Arts: Sentence Structure	3-8	Sept. 87
Microcourse Language Arts: Usage	4-8	Sept. 87
Microcourse Reading: Study Skills	3-8	Nov. 87
MicroSpeedRead	10-12 Adult	Feb. 88
Microzine Volume 1-11	4-8	Sept. 86
Milliken Word Processor	4-12	April 87
Mind Over Matter	2-12	Sept. 86
Mission Control Word Games	4-6	Feb. 88
Mountain Climbing/Cause & Effect	3-6	Sept. 86
Newberry Winners: My Side of the Mountain	3-7	Nov. 87
Newsroom	3-12	Sept. 86
Note Card Maker	9-12 Adult	Sept. 86
Our Weird and Wacky World: Critical Reading	2-4	Feb. 88
Our Weird and Wacky World: Literal Comprehension	3-9	Feb. 88
Picture Puzzles	1-6	April 87
Practical Grammar I Series	7-12 Adult	Nov. 87
Punctuation Circus	3-6	Sept. 86
Puzzler, The	3-6	Nov. 87
Quotation Marks	4-6	Sept. 86
Reading Comprehension	3-8	Feb. 88
Reading Comprehension (A,AA,B,BB,C,D,E,F)	1-8	Sept. 87
Reading Comprehension: 3,4,5	3-5	Nov. 87
Reading Comprehension: 6,7,8	6-8	Nov. 87
Reading for Comp.: Jason & The Golden Fleece	7-12	Sept. 86
Reading for Comp.: Mysterious Pyramid	7-12	Sept. 86
Reading the Facts	5-9	Feb. 88
Relevant Reading Through Science	K-12	April 87
Return to Reading: Johnny Tremain	6-10	Sept. 86
Return to Reading: The Odyssey	7-12	Sept. 86
Sentence Structure: Skills Building Adventures	4-12	Feb. 88
Sentences and Fragments	4-7	Sept. 86

TITLE	GRADE LEVEL	DATE
Shakespeare	11-12	Sept. 87
Speed Reading	10-12 Adult	Sept. 86
Spell It	5-12 Adult	Sept. 86
Spelling System	4-8	April 87
Spelling Wiz	2-6	Sept. 86
Steps to Comprehension	4-6	Feb. 88
Stickybear ABC	K-1	Nov. 87
Stickybear Reading	1-3	Nov. 87
Story Maker	2-6	April 87
Story of Miss Mouse	K-2	April 87
Subject-Verb Agreement	7-9	April 87
Success with Reading	3-6	Feb. 88
Teacher's PET	4-12	Sept. 87
That's My Story	2-12	Sept. 86
Toward Better Reading Skills (A-F)	4-8	Nov. 87
Treasure Island	N/A	Feb. 88
Verb Viper	4-6	Sept. 86
Vocabulary (II-IV)	3-8	Sept. 87
Vocabulary Builder	7-12	Sept. 87
Wally's Word Works	6-9	April 87
Webster: The Word Game	1-5	Sept. 86
Who, What, When, Where, Why	1-4	Sept. 87
Wizard of Words	K-12	Sept. 86
Word Master	2-6	Sept. 86
Word Prep Advanced	10-12	Sept. 86
Word Prep Basic	6-9	Sept. 86
Word Quest	2-12 Adult	Sept. 87
Wordwright	7-12 Adult	Sept. 86
Writing 1-5	9-12 Adult	Nov. 87
Writing Adventure	4-8	April 87
Writing Competency Program	7-12 Adult	Sept. 87
LIBRARY/MEDIA		
How Can I Find It If I Don't Know What I'm..For	4-12	Nov. 87
Vertical File Resource Materials	8-12	Feb. 88
MATH		
Adding Decimals	4-8	Sept. 86
Alge-Blaster	8-12	Nov. 87
Algebra: Equations	8-12 Adult	Sept. 87
Algebra: Equations II	8-12 Adult	Sept. 87
Algebra: Equations III	9-12 Adult	Sept. 87
Algebra Series: Binomial Multiplication	9-12 Adult	Nov. 87
Algebra Series: Factoring Algebraic Expressions	9-12 Adult	Nov. 87
Algebra Series: Graphing Linear Functions	9-12 Adult	Nov. 87

TITLE	GRADE LEVEL	DATE
Algebra Series: Simultaneous Linear Equations	9-12 Adult	Feb. 88
Algebra Series: Solving Fractional Equations	9-12 Adult	Nov. 87
Algebra Series: Solving Quadratic Equations	9-12 Adult	Nov. 87
Algebra Word Problems	9-12 Adult	Sept. 86
Algebra Word Problems I: Motion	8-12 Adult	Nov. 87
Algebra Word Problems II: Area, Perimeter & Lever	9-12 Adult	Nov. 87
Algebra Word Problems III: Mix., Coin, & Invest.	9-12 Adult	Nov. 87
Alligator Mix	1-8	Sept. 86
Answer Matches	5-7	Sept. 86
Baffles	7-12 Adult	Sept. 86
Bannercatch	4-12	Sept. 87
Beginning Math: Box Introduces Addition	1-2	Sept. 87
Beginning Mathematics Concepts	K-1	Feb. 88
Campaign Math	7-12	Feb. 88
Clock Works	1-3	Sept. 87
Comparison Kitchen	K-1	April 87
Decimals	4-9	April 87
Dividing Decimals	4-8	Sept. 86
Dragon Mix	3-8	Sept. 86
EA Mathematics Worksheet Generator	1-12	Sept. 86
Early Discoveries: Conservation & Counting	K-1	Sept. 87
Enchanted Forest	4-6	April 87
Estimation Invasion	4-8	Sept. 87
Exploring Tables and Graphs, Level 1	3-4	Sept. 86
Exploring Tables and Graphs, Level 2	5-6	Sept. 86
Fact Sheets	1-6	April 87
Geometric Supposer: Quadrilaterals	9-12	April 87
Geometry	6-9	April 87
Getting Ready to Read and Add	K-1	Sept. 86
Honors Algebra	9-12 Adult	Feb. 88
Honors Geometry	9-12 Adult	Feb. 88
Integers	4-10	April 87
Intermediate Algebra	8-12	Sept. 86
Interpreting Graphs	7-12	Sept. 87
Introductory Algebra	8-12	Sept. 86
King's Rule	4-12 Adult	Sept. 86
Learning Place Value	4-12	Feb. 88
Magic Cash Register	2-6	Sept. 86
Mastering Mathematics: Decimals	4-9	April 87
Math Concepts I and II	2-6	April 87
Math Enrichment: Number Puzzles	K-3	Feb. 88
Math For Everyday Living	4-12	Sept. 86
Math Machine	K-6	Sept. 87
Math Maze	3-6	Sept. 86
Math Shop	6-9	Feb. 88
Math Skills -- Junior High Level	7-8	Sept. 86

TITLE	GRADE LEVEL	DATE
Mathematics A-G	1-8	Sept. 87
Mathematics Activities Courseware: 3,4,5	3-5	Sept. 87
Mathsheet	1-8	Sept. 87
MECC Mastering Math Series (Instructional Prg)	1-5	Nov. 87
MECC Mastering Math Series (Utility Programs)	Adult	Nov. 87
Meg-A-Math Set	1-8	Sept. 87
Metric	7-12	April 87
Metric Skills 1 and II	4-8	Sept. 86
Memory: A First Step in Problem Solving	K-6	April 87
Milt's Math Drills	K-4	Sept. 87
Money	3-6	Feb. 88
Multiplying Decimals	4-8	Sept. 86
Number Theory	6-9	Feb. 88
Perimeter, Area, Volume	5-9	Feb. 88
Polynomial Practice Using Tiles	8-12	Sept. 86
Practical Geometry Series	10-12 Adult	Sept. 87
Pre-Algebra: Number Properties	6-9	Sept. 87
Pre-Algebra: Percents	7-12	Sept. 87
Proportions in Geometry	10-12	Nov. 87
Ratios and Proportions	7-8	April 87
Right Turn	4-12	April 87
RoboMath	3-9	Feb. 88
Salina Math Games	4-9	Sept. 86
Shapes and Color Rodeo	K-3	April 87
Space Journey	4-6	Feb. 88
Spectrum	6-12	April 87
Subtracting Decimals	4-8	Sept. 86
Targets	3-7	April 87
Teasers by Tobbs	4-12	Sept. 86
Time Master	K-3	Sept. 86
Trap-A-Zoid	2-8	April 87
Using a Calendar	K-3	April 87
Whatsit Corporation	6-12 Adult	Sept. 86
WhizCalc I	5-8	Sept. 87
WhizCalc II	5-8	Nov. 87

Other		
Computer Study Program For the SAT	11-12	April 87
Game Show, The	1-12 Adult	Sept. 86
Mastering the ACT	10-12	April 87
Mastering the SAT	10-12	Sept. 86
Memory Match	3-8	April 87
SAT Exam Preparation Series	10-12 Adult	Feb. 88
Square Pairs	2-6	April 87

TITLE	GRADE LEVEL	DATE
PRESCHOOL/EARLY CHILDHOOD		
Big Bird's Funhouse	K-1	Sept. 86
Muppet Word Book	K-1	Feb. 88
PROBLEM SOLVING		
Analytical Reasoning	10-12	Sept. 87
Clowning Around	2-6	Nov. 87
Code Quest	4-12	April 87
Early Learning Adventure	K-6	Nov. 87
Factory, The	4-12	Sept. 86
Gertrude's Puzzles	K-2	Sept. 87
Incredible Laboratory, The	3-12	Sept. 86
Logical Reasoning	10-12 Adult	Feb. 88
Observation and Classification	K-2	April 87
Pond, The	2-12 Adult	Sept. 86
SCIENCE		
All About You and The Weather	K-2	April 87
Anatomy Challenge	7-12	Sept. 86
Baffles	7-12 Adult	Sept. 86
Biofeedback Microlab	8-12 Adult	Feb. 88
Biology Challenge	7-12	Sept. 86
Biology I	10-12 Adult	Sept. 86
Biology II	10-12 Adult	Sept. 86
Body in Focus	6-10	Sept. 86
Body Transparent	4-12 Adult	Sept. 86
Car Builder	6-12	April 87
Cell Functions: Growth and Mitosis	7-12	Nov. 87
Cell Growth and Mitosis	7-12	Sept. 86
Cells & Tissues	4-12	Sept. 87
Chemistry Lab Simulations #1	9-12	April 87
Chemistry Lab Simulations #2	9-12	April 87
Chemistry: Stoichiometry	10-12	Sept. 86
Circulation & Digestion	4-6	Nov. 87
Classification of Living Things	6-12	Sept. 86
Computer Biology Lab: Frog Dissection	7-10	Sept. 86
Creative Contraptions	1-5	Feb. 88
Diabetes and Hypoglycemia	7-12 Adult	Nov. 87
Dinosaur Dig	7-12	April 87
Discover	7-12	Sept. 86
Discovery!	6-12	Nov. 87
Earth: The Inside Story	4-9	Feb. 88
Earthquakes	8-10	Nov. 87
Experiments in Human Physiology	7-12 Adult	Feb. 88
Experiments in Science	7-12 Adult	Feb. 88
Fatjack	6-12	Sept. 86

TITLE	GRADE LEVEL	DATE
Five Senses: A Touchy Subject	3-12	Sept. 86
Five Senses: Now Hear This	3-12	Sept. 86
Five Senses: Smell and Tell	3-12	Sept. 86
Five Senses: The Eyes Have It	3-12	Sept. 86
Halley Project, The	9-12	Nov. 87
Heart Simulator	6-12	Sept. 86
Heat -- Calorimetry and Thermodynamics	11-12	Sept. 86
Heat and Light	4-9	Sept. 87
Health Awareness Games	7-12 Adult	Feb. 88
Heart Lab	5-12	Sept. 86
Home Energy Savings	8-12 Adult	Feb. 88
Human Body	4-8	Sept. 87
Human Systems: Series I & II	7-12 Adult	Sept. 86
Human Systems: Series I & II	6-10	Sept. 86
Interpreting Graphs	7-12	Sept. 87
It's No Game	K-4	Nov. 87
Life Science Data Base	6-12	Nov. 87
Light, Plants and Photosyn.: Energy in Conversion	7-10	Feb. 88
Light Waves	11-12	Sept. 86
Memory: A First Step in Problem Solving	K-6	April 87
Microbiology Techniques	11-12	Sept. 86
Model Diet	9-12	April 87
Nutrition Series: Food Group Puzzles	3-12	Sept. 86
Nutrition Series: Food for Thought	3-12	Sept. 86
Nutrition Series: You Are What You Eat	3-12	Sept. 86
Observation and Classification	K-2	April 87
Observatory	10-12	April 87
Optics and Light	11-12	Sept. 86
Passive Transport: Diffusion and Osmosis	10-12	Feb. 88
Photosynthesis and Light Energy	7-10	Sept. 86
Planetary Construction Set	8-12 Adult	Feb. 88
Plants: Growth and Specialization	9-12 Adult	Sept. 87
Pollination and Fertilization	7-12 Adult	Sept. 87
Quiz Grid: Biology	10-12 Adult	Feb. 88
Quiz Grid: Chemistry	9-12 Adult	Feb. 88
Rendezvous	8-12	Sept. 86
Respiratory System: A Puff of Air	1-6	Sept. 86
Salt Shaker	6-12 Adult	Sept. 86
Scalar Speed and Vector Velocity	9-10	Sept. 86
Scholastic Life Science Database	6-12	April 87
Science Tool Kit: Master Module	4-12	Feb. 88
Sir Isaac Newton's Games	4-12 Adult	Feb. 88
Smoking Decision	3-6	April 87
Solar System Astronomy	6-12	Sept. 87
Spectrum	6-12	April 87
Star Search	6-8	Sept. 86
Stellar Astronomy	10-12	April 87

TITLE	GRADE LEVEL	DATE
Structure of Matter	7-11	Sept. 86
Taxonomy Game	4-8	April 87
Teeth	3-6	Feb. 88
Tobacco: To Smoke or Not To Smoke	6-12	April 87
Vectors and Graphing	11-12 Adult	Feb. 88
Vectors and Linear Motion	11-12	Sept. 86
Volcanoes	9-12	Sept. 86
Volcanoes	6-10	Feb. 88
Water Pollution	7-12	Feb. 88
Weather Command: A Science Game	7-9	Feb. 88
SOCIAL STUDIES		
America's Presidents: Age of Conflict	9-12	Sept. 87
America's Presidents: Age of Growth	7-12	Sept. 87
America's Presidents: Founding a Nation	5-12	Sept. 87
America's Presidents: The Modern Era	5-12	Sept. 87
America's Presidents: World Wars, Prosperity	8-12	Sept. 87
Ancient Rome	5-12 Adult	Sept. 87
Beyond the Rising Sun: Discover Japan	7-12 Adult	Sept. 87
Congress	8-12 Adult	Feb. 88
Country Game	5-12 Adult	Nov. 87
Discover The World	6-12	Feb. 88
Eastern U.S.	5-8	Nov. 87
Economics Challenge Curriculum Pack, The	11-12 Adult	Sept. 87
Election Simulation	10-12 Adult	Nov. 87
Expedition to Saqqara	6-12	Sept. 87
Game of Presidents	5-12	Nov. 87
Game of States	5-12	Nov. 87
How a Bill Becomes a Law	7-12 Adult	Sept. 86
Map Reading	3-5	Sept. 86
Market Place, The	3-7	Nov. 87
MECC DataQuest: The Fifty States	5-12	Nov. 87
MECC Dataquest: The Presidents	7-12	Feb. 88
Medalists: Continents	4-9	April 87
Medalists: The Black Americans	7-12 Adult	Sept. 87
Medalists: The Presidents	6-12 Adult	Sept. 87
Medalists: The States	5-12 Adult	Sept. 87
Medalists: Women in History	5-12 Adult	Sept. 87
One World: A Countries Database	6-12	Sept. 87
Oregon Trail, The (No. A-157)	4-12	Nov. 87
PreGED Prep-Test 2 (Social Studies)	10-12 Adult	Nov. 87
Presidential Decisions of Andrew Jackson	7-12	Feb. 88
Presidential Decisions of George Washington	5-12	Sept. 87
Regions of the United States	5-12	Sept. 87
Rivers and Ancient Cultures	4-6	Sept. 86
Road Rally U.S.A.	5-7	Nov. 87

TITLE	GRADE LEVEL	DATE
Run for President	4-8	Feb. 88
Settling America	6-11	Nov. 87
Social Studies Fact Finder: (Junior High)	6-12	Feb. 88
Social Studies Fact Finder: (Senior High)	9-12 Adult	Feb. 88
Social Studies Skill Builder	9-12	Nov. 87
Supreme Court Decision	9-12 Adult	Feb. 88
Take Me North	K-5	Nov. 87
Test Taker's Edge: Social Studies	4-12	Feb. 88
Time Line: Ancient History	7-12 Adult	Feb. 88
Time Line: Biblical	6-12 Adult	Feb. 88
Time Line: U.S. History	6-12 Adult	Feb. 88
Time Line: World History	6-12 Adult	Feb. 88
Transportation	K-4	Nov. 87
U.S. Atlas Action	5-8	Nov. 87
U.S. Constitution Tutor	8-12	Sept. 87
U.S. History Database for PFS:File	7-12	April 87
USA Profile: Social & Geographic Database	3-12	Sept. 87
Vertical File Resource Materials	8-12	Feb. 88
Voyages of Discovery: Lewis and Clark	9-12 Adult	Feb. 88
Washington's Decisions	8-12	Nov. 87
What's My Line	3-8	Nov. 87
Who Am I?	3-9	Nov. 87
World Atlas Action	5-12	Sept. 87
World Geography Adventure Series	6-10	April 87
TRAFFIC SAFETY		
Keys to Responsible Driving	9-12	Sept. 86
UTILITY/PRODUCTIVITY TOOLS		
Classmate	Adult	Nov. 87
Classroom Records Software System	Adult	Feb. 88
Crossword Magic	3-12	April 87
Graphics Department	6-12 Adult	Feb. 88
Magic Slate	K-12 Adult	April 87
Poster	4-8	Feb. 88
Sensible Speller	4-12 Adult	Feb. 88
Test Taker's Edge: Social Studies	4-12	Feb. 88
Test Taker's Edge: Vocabulary	5-12	Feb. 88
WordSearch	3-12	April 87
VOCATIONAL EDUCATION		
Car Builder	6-12	April 87

GRADE LEVEL INDEX TO COMPUTER SOFTWARE ANNOTATIONS

PRIMARY TITLES (K-3)	LEVEL	DATE
All About You and The Weather	K-2	April 87
Alligator Alley	K-12,A	Sept. 86
Alligator Mix	1-8	Sept. 86
Alphabet Sounds	K-2	April 87
Beginner Reader	2-5	April 87
Beginning Math: Box Introduces Addition	1-2	Sept. 87
Beginning Mathematics Concepts	K-1	Feb. 88
Big Bird's Funhouse	K-1	Sept. 86
Clock Works	1-3	Sept. 87
Clowning Around	2-6	Nov. 87
Comparison Kitchen	K-1	April 87
CORE Reading and Vocabulary Development	2-12	Sept. 86
Create With Garfield	3-12,A	Sept. 87
Creative Contraptions	1-5	Feb. 88
Crossword Magic	3-12	April 87
Diascriptive Reading I (Copyright 1983)	1-6	Sept. 86
Diascriptive Reading I (Copyright 1984)	2-5	Nov. 87
Dragon Mix	3-8	Sept. 86
EA Mathematics Worksheet Generator	1-12	Sept. 86
Early Childhood Learning Program	K-6	Sept. 86
Early Discoveries: Colors and Shapes	K-1	Sept. 87
Early Discoveries: Conservation & Counting	K-1	Sept. 87
Early Learning Adventures	K-6	Nov. 87
Exploring Tables and Graphs, Level 1	3-4	Sept. 86
Fact Sheets	1-6	April 87
Fairy Tales	2-3	Nov. 87
First Encounters	K-6	Sept. 86
First Grade Reading Comprehension	1	Feb. 88
First Steps to Reading-Phonics I & II	K-2	Sept. 87
Gertrude's Puzzles	K-2	Sept. 87
Getting Ready To Read and Add	K-1	Sept. 86
Grammar: Word Functions	3-12	Sept. 86
Grimble Process	1-4	April 87
Hide N' Sequence	3-5	Sept. 87
Holt Reading Skills Extender	3-8	Sept. 87
Incredible Laboratory, The	3-12	Sept. 86
It's No Game	K-4	Nov. 87
Kittens, Kids, and a Frog	1-2	April 87
LOGO: Explore and Discover	2-6	Feb. 88
Learning Through Logo	3-5	Sept. 86
Letter Recognition	K-1	April 87
Lucky's Magic Hat	K-12	Sept. 87

TITLE	LEVEL	DATE
Capitalization Plus	4-9	Sept. 86
Car Builder	6-12	April 87
Cells & Tissues	4-12	Sept. 87
Circulation & Digestion	4-6	Nov. 87
Classification of Living Things	6-12	Sept. 86
Clowning Around	2-6	Nov. 87
Code Quest	4-12	April 87
Comprehension Power Level E	5-12	Sept. 87
Country Game	5-12,A	Nov. 87
Create With Garfield	3-12,A	Sept. 87
Creative Contraptions	1-5	Feb. 88
Crossword Magic	3-12	April 87
Decimals	4-9	April 87
Developing Basic Writing Skills	5-7	Feb. 88
Diascriptive Reading I (Copyright 1983)	1-6	Sept. 86
Diascriptive Reading I (Copyright 1984)	2-5	Nov. 87
Diascriptive Reading II	3-8	Sept. 86
Discover The World	6-12	Feb. 88
Discovery!	6-12	Nov. 87
Dividing Decimals	4-8	Sept. 86
Dragon Mix	3-8	Sept. 86
EA Mathematics Worksheet Generator	1-12	Sept. 86
Early Childhood Learning Program	K-6	Sept. 86
Early Learning Adventures	K-6	Nov. 87
Earth: The Inside Story	4-9	Feb. 88
Eastern U.S.	5-8	Nov. 87
Electronic Spreadsheets:An Introduction	6-12	April 87
Enchanted Forest	4-6	April 87
Estimation Invasion	4-8	Sept. 87
Expedition to Saqqara	6-12	Sept. 87
Exploring Logo	6-12,A	Sept. 86
Exploring Tables and Graphs, Level 1	3-4	Sept. 86
Exploring Tables and Graphs, Level 2	5-6	Sept. 86
Fact Sheets	1-6	April 87
Factory, The	4-12	Sept. 86
Fantavision	4-12	Nov. 87
Fatjack	6-12	Sept. 86
First Encounters	K-6	Sept. 86
Five Senses: A Touchy Subject	3-12	Sept. 86
Five Senses: Now Hear This	3-12	Sept. 86
Five Senses: Smell and Tell	3-12	Sept. 86
Five Senses: The Eyes Have It	3-12	Sept. 86
For Your Next Adventure	6-12	April 87
Game of Presidents	5-12	Nov. 87
Game of States	5-12	Nov. 87
Geometry	6-9	April 87
Grammar	4-8	Sept. 87
Grammar: Word Functions	3-12	Sept. 86

TITLE	LEVEL	DATE
Graphics Exhibitor	6-12	Sept. 87
Grimble Process	1-4	April 87
Hangman	4-7	Feb. 88
Heart Lab	5-12	Sept. 86
Heat and Light	4-9	Sept. 87
Hide N' Sequence	3-5	Sept. 87
Hinky-Pinky	4-12	Sept. 86
Holt Reading Skills Extender	3-8	Sept. 87
How Can I Find It If I Don't Know What I'm Looking For	4-12	Nov. 87
Human Body, The	4-8	Sept. 87
Incredible Laboratory, The	3-12	Sept. 86
Integers	4-10	April 87
Interactive Writing Tools	6-12	Sept. 87
It's No Game	K-4	Nov. 87
Jungle Rescue/Spelling	5-8	Sept. 86
Kermit's Electronic Storymaker	K-2	Sept. 86
King's Rule	4-12,A	Sept. 86
Language Activities Courseware, Level 5	4-7	Sept. 87
Learning Place Value	4-12	Feb. 88
Learning Through Logo	3-5	Sept. 86
Life Science Data Base	6-12	Nov. 87
LOGO: Explore and Discover	2-6	Feb. 88
Lucky's Magic Hat	K-12	Sept. 87
Magic Cash Register	2-6	Sept. 86
Magic Slate	K-12,A	April 87
Map Reading	3-5	Sept. 86
Market Place, The	3-7	Nov. 87
Mastering Mathematics: Decimals	4-9	April 87
Math Concepts I and II	2-6	April 87
Math For Everyday Living	4-12	Sept. 86
Math Machine	K-6	Sept. 87
Math Maze	3-6	Sept. 86
Mathematics A-G	1-8	Sept. 87
Mathematics Activities Courseware: 3,4,5	3-5	Sept. 87
Mathsheet	1-8	Sept. 87
MECC DataQuest: The Fifty States	5-12	Nov. 87
MECC Keyboarding Master	4-12	April 87
MECC Keyboarding Primer	4-12	April 87
MECC Mastering Math Series (Instructional Programs)	1-5	Nov. 87
Medalists: Continents	4-9	April 87
Medalists: The Presidents	6-12,A	Sept. 87
Medalists: The States	5-12,A	Sept. 87
Medalists: Women in History	5-12,A	Sept. 87
Meg-A-Math Set	1-8	Sept. 87
Memory: A First Step In Problem Solving	K-6	April 87
Memory Match	3-8	April 87
Metric Skills I and II	4-8	Sept. 86
Micro Messenger	4-12	April 87

TITLE	LEVEL	DATE
Microcourse Language Arts: Sentence Structure	3-8	Sept. 87
Microcourse Language Arts: Usage	4-8	Sept. 87
Microcourse Reading: Study Skills	3-8	Nov. 87
MICROTYPE: The Wonderful World of Paws	3-6	Feb. 88
Microzine Volumes 1-11	4-8	Sept. 86
Milliken Word Processor	4-12	April 87
Milt's Math Drills	K-4	Sept. 87
Mind Over Matter	2-12	Sept. 86
Mission Control Word Games	4-6	Feb. 88
Money	3-6	Feb. 88
Mountain Climbing/Cause & Effect	3-6	Sept. 86
Multiplying Decimals	4-8	Sept. 86
Newberry Winners - My Side of the Mountain	3-7	Nov. 87
Newsroom	3-12	Sept. 86
Number Theory	6-9	Feb. 88
Nutrition Series: Food Group Puzzles	3-12	Sept. 86
Nutrition Series: Food for Thought	3-12	Sept. 86
Nutrition Series: You Are What You Eat	3-12	Sept. 86
One World: A Countries Database	6-12	Sept. 87
Oregon Trail, The (No. A-157)	4-12	Nov. 87
Our Weird and Wacky World: Critical Reading Program	2-4	Feb. 88
Our Weird and Wacky World: Literal Comprehension Prg.	3-9	Feb. 88
Perimeter, Area, Volume	5-9	Feb. 88
Picture Puzzles	1-6	April 87
Pond, The	2-12,A	Sept. 86
Poster	4-8	Feb. 88
Pre-Algebra: Number Properties	6-9	Sept. 87
Presidential Decisions of George Washington	5-12	Sept. 87
Punctuation Circus	3-6	Sept. 86
Puzzler, The	3-6	Nov. 87
Quotation Marks	4-6	Sept. 86
Reading Comprehension	3-8	Feb. 88
Reading Comprehension (A,AA,B,BB,C,D,E,F)	1-8	Sept. 87
Reading Comprehension: 3,4,5	3-5	Nov. 87
Reading Comprehension: 6,7,8	6-8	Nov. 87
Reading the Facts	5-9	Feb. 88
Regions of the United States	5-12	Sept. 87
Relevant Reading Through Science	K-12	April 87
Respiratory System: A Puff of Air	1-6	Sept. 86
Return to Reading: Johnny Tremain	6-10	Sept. 86
Right Turn	4-12	April 87
Rivers and Ancient Cultures	4-6	Sept. 86
Road Rally U.S.A.	5-7	Nov. 87
RoboMath	3-9	Feb. 88
Run for President	4-8	Feb. 88
Salina Math Games	4-9	Sept. 86
Scholastic Life Science Database	6-12	April 87
Science Tool Kit: Master Module	4-12	Feb. 88

TITLE	LEVEL	DATE
Sensible Speller	4-12,A	Feb. 88
Sentence Structure: Skills Building Adventures	4-12	Feb. 88
Sentences and Fragments	4-7	Sept. 86
Sir Isaac Newton's Games	4-12,A	Feb. 88
Smoking Decision	3-6	April 87
Social Studies Fact Finder:(Junior High)	6-12	Feb. 88
Solar System Astronomy	6-12	Sept. 87
Space Journey	4-6	Feb. 88
Spectrum	6-12	April 87
Spell It	5-12,A	Sept. 86
Spelling System	4-8	April 87
Spelling Wiz	2-6	Sept. 86
Square Pairs	2-6	April 87
Star Search	6-8	Sept. 86
Steps to Comprehension	4-6	Feb. 88
Story Maker	2-6	April 87
Subtracting Decimals	4-8	Sept. 86
Success with Reading	3-6	Feb. 88
Take Me North	K-5	Nov. 87
Targets	3-7	April 87
Taxonomy Game	4-8	April 87
Teacher's PET	4-12	Sept. 87
Teasers by Tobbs	4-12	Sept. 86
Teeth	3-6	Feb. 88
Test Taker's Edge: Social Studies	4-12	Feb. 88
Test Taker's Edge: Vocabulary	5-12	Feb. 88
Time Line: Biblical	6-12,A	Feb. 88
Time Line: U.S. History	6-12,A	Feb. 88
Time Line: World History	6-12,A	Feb. 88
Tobacco: To Smoke or Not To Smoke	6-12	April 87
Toward Better Reading Skills (A-F)	4-8	Nov. 87
Transportation	K-4	Nov. 87
Trap-A-Zoid	2-8	April 87
Treasure Island	N/A	Feb. 88
Trio	6-12,A	Sept. 86
U.S. Atlas Action	5-8	Nov. 87
USA Profile: Social & Geographic Database	3-12	Sept. 87
Verb Viper	4-6	Sept. 86
Vocabulary (II-IV)	3-8	Sept. 87
Volcanoes	6-10	Feb. 88
Wally's Word Works	6-9	April 87
Webster: The Word Game	1-5	Sept. 86
What's My Line	3-8	Nov. 87
WhizCalc I	5-8	Sept. 87
WhizCalc II	5-8	Nov. 87
Who Am I?	3-9	Nov. 87
Who, What, When, Where, Why	1-4	Sept. 87
Wizard of Words	K-12	Sept. 86

TITLE	LEVEL	DATE
Word Master	2-6	Sept. 86
Word Quest	2-12,A	Sept. 87
WordSearch	3-12	April 87
World Atlas Action	5-12	Sept. 87
World Geography Adventure Series	6-10	April 87
Writing Adventure	4-8	April 87

MIDDLE SOFTWARE (7-9)

TITLE	LEVEL	DATE
ACE Programmer: Level I	5-12,A	Feb. 88
Adding Decimals	4-8	Sept. 86
Advertising Techniques	4-8	Sept. 86
Alge-Blaster	8-12	Nov. 87
Algebra: Equations	8-12,A	Sept. 87
Algebra: Equations II	8-12,A	Sept. 87
Algebra: Equations III	9-12,A	Sept. 87
Algebra Series: Binomial Multiplication	9-12,A	Nov. 87
Algebra Series: Factoring Algebraic Expressions	9-12,A	Nov. 87
Algebra Series: Graphing Linear Functions	9-12,A	Nov. 87
Algebra Series: Simultaneous Linear Equations	9-12,A	Feb. 88
Algebra Word Problems I: Motion	8-12,A	Nov. 87
Algebra Word Problems II: Area, Perimeter, and Lever	9-12,A	Nov. 87
Algebra Word Problems III: Mixture, Coin, & Investment	9-12,A	Nov. 87
Alligator Alley	K-12,A	Sept. 86
Alligator Mix	1-8	Sept. 86
America's Presidents: Age of Conflict	9-12	Sept. 87
America's Presidents: Age of Growth	7-12,A	Sept. 87
America's Presidents: Founding a Nation	5-12	Sept. 87
America's Presidents: The Modern Era	5-12	Sept. 87
America's Presidents: World Wars, Prosperity	8-12	Sept. 87
Analogies Advanced	6-12	Sept. 87
Analogies Tutorial	5-8	April 87
Anatomy Challenge	7-12	Sept. 86
Ancient Rome	5-12,A	Sept. 87
Answer Matches	5-7	Sept. 86
Antonyms, Synonyms, and Homonyms	5-12	Nov. 87
Arrow Dynamics	6-12,A	Sept. 86
Baffles	7-12,A	Sept. 86
Bank Street Filer	5-12	Nov. 87
Bank Street Speller	6-12	Sept. 86
Bannercatch	4-12	Sept. 87

TITLE	LEVEL	DATE
Basic English Skills: Parts of Speech	5-12	Sept. 86
Basic English Skills: Sentences	5-12	Sept. 86
Bataille de Mots	7-12	Sept. 86
Beyond the Rising Sun: Discover Japan	7-12,A	Sept. 87
Biofeedback Microlab	8-12,A	Feb. 88
Biology Challenge	7-12	Sept. 86
Blazing the Basic Trail	7-12	Sept. 86
Body Transparent	4-12,A	Sept. 86
Body in Focus	6-10	Sept. 86
Campaign Math	7-12	Feb. 88
Capitalization	4-8	Sept. 86
Capitalization Plus	4-9	Sept. 86
Car Builder	6-12	April 87
Cell Functions: Growth and Mitosis	7-12	Nov. 87
Cell Growth and Mitosis	7-12	Sept. 86
Cells & Tissues	4-12	Sept. 87
Challenging Analogies	8-12	Sept. 86
Chemistry Lab Simulations #1	9-12	April 87
Chemistry Lab Simulations #2	9-12	April 87
Classification of Living Things	6-12	Sept. 86
Code Quest	4-12	April 87
Comprehension Power Level B	7-12	April 87
Comprehension Power Level E	5-12	Sept. 87
Computer Biology Lab: Frog Dissection	7-10	Sept. 86
Congress	8-12,A	Feb. 88
CORE Reading and Vocabulary Development	2-12	Sept. 86
Country Game	5-12,A	Nov. 87
Create With Garfield	3-12,A	Sept. 87
Crossword Magic	3-12	April 87
Decimals	4-9	April 87
Developing Basic Writing Skills	5-7	Feb. 88
Developing Reading Skills for Lit.: The Iliad	8-12	Nov. 87
Developing Reading Skills for Lit.: Macbeth	8-12	Nov. 87
Developing Reading Skills for Lit.: Tell-Tale Heart	8-12	Nov. 87
Diabetes and Hypoglycemia	7-12,A	Nov. 87
Diascriptive Reading II	3-8	Sept. 86
Dinosaur Dig	7-12	April 87
Discover	7-12	Sept. 86
Discover The World	6-12	Feb. 88
Discovery!	6-12	Nov. 87
Dividing Decimals	4-8	Sept. 86
Dragon Mix	3-8	Sept. 86
EA Mathematics Worksheet Generator	1-12	Sept. 86
Earth: The Inside Story	4-9	Feb. 88
Earthquakes	8-10	Nov. 87
Eastern U.S.	5-8	Nov. 87
EduCalc	9-12	April 87
Electronic Spreadsheets: An Introduction	6-12	April 87

TITLE	LEVEL	DATE
Estimation Invasion	4-8	Sept. 87
Expedition to Saqqara	6-12	Sept. 87
Experiments in Human Physiology	7-12,A	Feb. 88
Experiments in Science	7-12,A	Feb. 88
Exploring Logo	6-12,A	Sept. 86
Factory, The	4-12	Sept. 86
Fantavision	4-12	Nov. 87
Fatjack	6-12	Sept. 86
Five Senses: A Touchy Subject	3-12	Sept. 86
Five Senses: Now Hear This	3-12	Sept. 86
Five Senses: Smell and Tell	3-12	Sept. 86
Five Senses: The Eyes Have It	3-12	Sept. 86
For Your Next Adventure	6-12	April 87
Game of Presidents	5-12	Nov. 87
Game of States	5-12	Nov. 87
Geometric Supposer: Quadrilaterals	9-12	April 87
Geometry	6-9	April 87
Grammar	4-8	Sept. 87
Grammar: Word Functions	3-12	Sept. 86
Graphics Department	6-12,A	Feb. 88
Graphics Exhibitor	6-12	Sept. 87
Halley Project, The	9-12	Nov. 87
Hangman	4-7	Feb. 88
Health Awareness Games	7-12,A	Feb. 88
Heart Lab	5-12	Sept. 86
Heart Simulator	6-12	Sept. 86
Heat and Light	4-9	Sept. 87
Hinky-Pinky	4-12	Sept. 86
Holt Reading Skills Extender	3-8	Sept. 87
Home Energy Savings	8-12,A	Feb. 88
Honors Algebra	9-12,A	Feb. 88
Honors Geometry	9-12,A	Feb. 88
How Can I Find It If I Don't Know What I'm Looking For	4-12	Nov. 87
How a Bill Becomes a Law	7-12,A	Sept. 86
Human Body, The	4-8	Sept. 87
Human Systems: Series I & II	6-10	Sept. 86
Incredible Laboratory, The	3-12	Sept. 86
Integers	4-10	April 87
Interactive Writing Tools	6-12	Sept. 87
Intermediate Algebra	8-12	Sept. 86
Interpreting Graphs	7-12	Sept. 87
Introductory Algebra	8-12	Sept. 86
Jungle Rescue/Spelling	5-8	Sept. 86
Keys to Responsible Driving	9-12	Sept. 86
King's Rule	4-12,A	Sept. 86
La Corrida de Toros	7-10	Sept. 86
Language Activities Courseware, Level 5	4-7	Sept. 87

TITLE	LEVEL	DATE
Le Vocabulaire Francaise	7-12,A	Feb. 88
Learning Place Value	4-12	Feb. 88
Life Science Data Base	6-12	Nov. 87
Light, Plants and Photosynthesis: Energy in Conversion	7-10	Feb. 88
Lucky's Magic Hat	K-12	Sept. 87
Magic Cash Register	2-6	Sept. 86
Magic Slate	K-12,A	April 87
Market Place, The	3-7	Nov. 87
Mastering Computer Literacy	7-12	April 87
Mastering Mathematics: Decimals	4-9	April 87
Math For Everyday Living	4-12	Sept. 86
Math Shop	6-9	Feb. 88
Math Skills -- Junior High Level	7-8	Sept. 86
Mathematics A-G	1-8	Sept. 87
Mathsheet	1-8	Sept. 87
MECC DataQuest: The Fifty States	5-12	Nov. 87
MECC Dataquest: The Presidents	7-12	Feb. 88
MECC Keyboarding Master	4-12	April 87
MECC Keyboarding Primer	4-12	April 87
MECC Writing An Opinion Paper	7-12	April 87
Medalist: Continents	4-9	April 87
Medalists: The Black Americans	7-12,A	Sept. 87
Medalists: The Presidents	6-12,A	Sept. 87
Medalists: The States	5-12,A	Sept. 87
Medalists: Women in History	5-12,A	Sept. 87
Meg-A-Math Set	1-8	Sept. 87
Memory Match	3-8	April 87
Metric	7-12	April 87
Metric Skills I and II	4-8	Sept. 86
Micro Messenger	4-12	April 87
Microcourse Language Arts: Sentence Structure	3-8	Sept. 87
Microcourse Language Arts: Usage	4-8	Sept. 87
Microcourse Reading: Study Skills	3-8	Nov. 87
Microzine Volumes 1-11	4-8	Sept. 86
Milliken Word Processor	4-12	April 87
Mind Over Matter	2-12	Sept. 86
Model Diet	9-12	April 87
Multiplying Decimals	4-8	Sept. 86
Newberry Winners - My Side of the Mountain	3-7	Nov. 87
Newsroom	3-12	Sept. 86
Note Card Maker	9-12,A	Sept. 86
Number Theory	6-9	Feb. 88
Nutrition Series: Food Group Puzzles	3-12	Sept. 86
Nutrition Series: Food for Thought	3-12	Sept. 86
Nutrition Series: You Are What You Eat	3-12	Sept. 86
One World: A Countries Database	6-12	Sept. 87
Oregon Trail, The (No. A-157)	4-12	Nov. 87
Our Weird and Wacky World: Literal Comprehension Prg.	3-9	Feb. 88

TITLE	LEVEL	DATE
Perimeter, Area, Volume	5-9	Feb. 88
Photosynthesis and Light Energy	7-10	Sept. 86
Planetary Construction Set	8-12,A	Feb. 88
Plants: Growth and Specialization	9-12,A	Sept. 87
Pollination and Fertilization	7-12,A	Sept. 87
Polynomial Practice Using Tiles	8-12	Sept. 86
Pond, The	2-12,A	Sept. 86
Poster	4-8	Feb. 88
Practical Grammar I Series	7-12,A	Nov. 87
Pre-Algebra: Number Properties	6-9	Sept. 87
Pre-Algebra: Percents	7-12	Sept. 87
Presidential Decisions of Andrew Jackson	7-12	Feb. 88
Presidential Decisions of George Washington	5-12	Sept. 87
Ratios and Proportions	7-8	April 87
Reading Comprehension	3-8	Feb. 88
Reading Comprehension (A,AA,B,BB,C,D,E,F)	1-8	Sept. 87
Reading Comprehension: 6,7,8	6-8	Nov. 87
Reading for Comp.: Jason & The Golden Fleece	7-12	Sept. 86
Reading for Comp.: Mysterious Pyramid	7-12	Sept. 86
Reading the Facts	5-9	Feb. 88
Regions of the United States	5-12	Sept. 87
Relevant Reading Through Science	K-12	April 87
Rendezvous	8-12	Sept. 86
Respiratory System: A Puff of Air	1-6	Sept. 86
Return to Reading: Johnny Tremain	6-10	Sept. 86
Return to Reading: The Odyssey	7-12	Sept. 86
Right Turn	4-12	April 87
Road Rally U.S.A.	5-7	Nov. 87
RoboMath	3-9	Feb. 88
Run for President	4-8	Feb. 88
Salina Math Games	4-9	Sept. 86
Salt Shaker	6-12,A	Sept. 86
Scholastic Life Science Database	6-12	April 87
Science Tool Kit: Master Module	4-12	Feb. 88
Sensible Speller	4-12,A	Feb. 88
Sentence Structure: Skills Building Adventures	4-12	Feb. 88
Sentences and Fragments	4-7	Sept. 86
Settling America	6-11	Nov. 87
Sir Isaac Newton's Games	4-12,A	Feb. 88
Social Studies Fact Finder: (Junior High)	6-12	Feb. 88
Social Studies Fact Finder: (Senior High)	9-12,A	Feb. 88
Social Studies Skill Builder	9-12	Nov. 87
Solar System Astronomy	6-12	Sept. 87
Spectrum	6-12	April 87
Spell It	5-12,A	Sept. 86
Spelling System	4-8	April 87
Star Search	6-8	Sept. 86

TITLE	LEVEL	DATE
Structure of Matter	7-11	Sept. 86
Subject-Verb Agreement	7-9	April 87
Subtracting Decimals	4-8	Sept. 86
Supreme Court Decision	9-12,A	Feb. 88
Targets	3-7	April 87
Taxonomy Game	4-8	April 87
Teacher's PET	4-12	Sept. 87
Teasers by Tobbs	4-12	Sept. 86
Test Taker's Edge: Social Studies	4-12	Feb. 88
Test Taker's Edge: Vocabulary	5-12	Feb. 88
Time Line: Ancient History	7-12,A	Feb. 88
Time Line: Biblical	6-12,A	Feb. 88
Time Line: U.S. History	6-12,A	Feb. 88
Time Line: World History	6-12,A	Feb. 88
Tobacco: To Smoke or Not To Smoke	6-12	April 87
Toward Better Reading Skills (A-F)	4-8	Nov. 87
Trap-A-Zoid	2-8	April 87
Treasure Island	N/A	Feb. 88
Trio	6-12,A	Sept. 86
U.S. Atlas Action	5-8	Nov. 87
U.S. Constitution Tutor	8-12	Sept. 87
U.S. History Database for PFS:File	7-12	April 87
USA Profile: Social & Geographic Database	3-12	Sept. 87
Vertical File Resource Materials	8-12	Feb. 88
Vocabulary (II-IV)	3-8	Sept. 87
Vocabulary Builder	7-12	Sept. 87
Volcanoes	6-10	Feb. 88
Volcanoes	9-12	Sept. 86
Voyages of Discovery: Lewis and Clark	9-12,A	Feb. 88
Wally's Word Works	6-9	April 87
Washington's Decisions	8-12	Nov. 87
Water Pollution	7-12	Feb. 88
Weather Command: A Science Game	7-9	Feb. 88
What's My Line	3-8	Nov. 87
Whatsit Corporation	6-12,A	Sept. 86
WhizCalc I	5-8	Sept. 87
WhizCalc II	5-8	Nov. 87
Who Am I?	3-9	Nov. 87
Wizard of Words	K-12	Sept. 86
Word Prep Basic	6-9	Sept. 86
Word Quest	2-12,A	Sept. 87
WordSearch	3-12	April 87
Wordwright	7-12,A	Sept. 86
World Atlas Action	5-12	Sept. 87
World Geography Adventure Series	6-10	April 87
Writing 1-5	9-12,A	Nov. 87
Writing Adventure	4-8	April 87
Writing Competency Program	7-12,A	Sept. 87

TITLE	LEVEL	DATE
ACE Programmer: Level I	5-12,A	Feb. 88
Alge-Blaster	8-12	Nov. 87
Algebra: Equations	8-12,A	Sept. 87
Algebra: Equations II	8-12,A	Sept. 87
Algebra: Equations III	9-12,A	Sept. 87
Algebra Series: Binomial Multiplication	9-12,A	Nov. 87
Algebra Series: Factoring Algebraic Expressions	9-12,A	Nov. 87
Algebra Series: Graphing Linear Functions	9-12,A	Nov. 87
Algebra Series: Simultaneous Linear Equations	9-12,A	Feb. 88
Algebra Series: Solving Fractional Equations	9-12,A	Nov. 87
Algebra Series: Solving Quadratic Equations	9-12,A	Nov. 87
Algebra Word Problems	9-12,A	Sept. 86
Algebra Word Problems I: Motion	8-12,A	Nov. 87
Algebra Word Problems II: Area, Perimeter, and Lever	9-12,A	Nov. 87
Algebra Word Problems III: Mixture, Coin, & Investment	9-12,A	Nov. 87
Alligator Alley	K-12,A	Sept. 86
America's Presidents: Age of Conflict	9-12	Sept. 87
America's Presidents: Age of Growth	7-12,A	Sept. 87
America's Presidents: Founding a Nation	5-12	Sept. 87
America's Presidents: The Modern Era	5-12	Sept. 87
America's Presidents: World Wars, Prosperity	8-12	Sept. 87
Analogies Advanced	6-12	Sept. 87
Analytical Reasoning	10-12	Sept. 87
Anatomy Challenge	7-12	Sept. 86
Ancient Rome	5-12,A	Sept. 87
Antonyms, Synonyms, and Homonyms	5-12	Nov. 87
Arrow Dynamics	6-12,A	Sept. 86
Baffles	7-12,A	Sept. 86
Bank Street Filer	5-12	Nov. 87
Bannercatch	4-12	Sept. 87
Basic English Skills: Parts of Speech	5-12	Sept. 86
Basic English Skills: Sentences	5-12	Sept. 86
Bataille de Mots	7-12	Sept. 86
Beyond the Rising Sun: Discover Japan	7-12,A	Sept. 87
Biofeedback Microlab	8-12,A	Feb. 88
Biology Challenge	7-12	Sept. 86
Biology I	10-12,A	Sept. 86
Biology II	10-12,A	Sept. 86
Blazing the Basic Trail	7-12	Sept. 86
Body Transparent	4-12,A	Sept. 86
Body in Focus	6-10	Sept. 86
Campaign Math	7-12	Feb. 88
Car Builder	6-12	April 87
Cell Functions: Growth and Mitosis	7-12	Nov. 87
Cell Growth and Mitosis	7-12	Sept. 86
Cells & Tissues	4-12	Sept. 87
Challenging Analogies	8-12	Sept. 86

TITLE	LEVEL	DATE
Chemistry Lab Simulations #1	9-12	April 87
Chemistry Lab Simulations #2	9-12	April 87
Chemistry: Stoichiometry	10-12	Sept. 86
Classification of Living Things	6-12	Sept. 86
Code Quest	4-12	April 87
Comprehension Power Level B	7-12	April 87
Comprehension Power Level E	5-12	Sept. 87
Computer Biology Lab: Frog Dissection	7-10	Sept. 86
Computer Study Program For the SAT	11-12	April 87
Congress	8-12,A	Feb. 88
CORE Reading and Vocabulary Development	2-12	Sept. 86
Country Game	5-12,A	Nov. 87
Create With Garfield	3-12,A	Sept. 87
Crossword Magic	3-12	April 87
Developing Reading Skills for Literature: The Iliad	8-12	Nov. 87
Developing Reading Skills for Literature: Macbeth	8-12	Nov. 87
Developing Reading Skills for Lit.: The Tell-Tale Heart	8-12	Nov. 87
Diabetes and Hypoglycemia	7-12,A	Nov. 87
Dinosaur Dig	7-12	April 87
Discover	7-12	Sept. 86
Discover The World	6-12	Feb. 88
Discovery!	6-12	Nov. 87
EA Mathematics Worksheet Generator	1-12	Sept. 86
Earthquakes	8-10	Nov. 87
Economics Challenge Curriculum Pack, The	11-12,A	Sept. 87
EduCalc	9-12	April 87
Election Simulation	10-12,A	Nov. 87
Electronic Spreadsheets:An Introduction	6-12	April 87
English Achievement I	10-12,A	Sept. 87
English Achievement II	10-12,A	Sept. 87
English Achievement III	10-12,A	Sept. 87
English Achievement IV	10-12,A	Sept. 87
English Achievement V	10-12,A	Sept. 87
Expedition to Saqqara	6-12	Sept. 87
Experiments in Human Physiology	7-12,A	Feb. 88
Experiments in Science	7-12,A	Feb. 88
Exploring Logo	6-12,A	Sept. 86
Factory, The	4-12	Sept. 86
Fantavision	4-12	Nov. 87
Fatjack	6-12	Sept. 86
Five Senses: A Touchy Subject	3-12	Sept. 86
Five Senses: Now Hear This	3-12	Sept. 86
Five Senses: Smell and Tell	3-12	Sept. 86
Five Senses: The Eyes Have It	3-12	Sept. 86
For Your Next Adventure	6-12	April 87
Game of Presidents	5-12	Nov. 87
Game of States	5-12	Nov. 87

TITLE	LEVEL	DATE
Geometric Supposer: Quadrilaterals	9-12	April 87
Grammar: Word Functions	3-12	Sept. 86
Graphics Department	6-12,A	Feb. 88
Graphics Exhibitor	6-12	Sept. 87
Halley Project, The	9-12	Nov. 87
Health Awareness Games	7-12,A	Feb. 88
Heart Lab	5-12	Sept. 86
Heart Simulator	6-12	Sept. 86
Heat -- Calorimetry and Thermodynamics	11-12	Sept. 86
Hinky-Pinky	4-12	Sept. 86
Home Energy Savings	8-12,A	Feb. 88
Honors Algebra	9-12,A	Feb. 88
Honors Geometry	9-12,A	Feb. 88
How Can I Find It If I Don't Know What I'm Looking For	4-12	Nov. 87
How a Bill Becomes a Law	7-12,A	Sept. 86
Human Systems: Series I & II	6-10	Sept. 86
Incredible Laboratory, The	3-12	Sept. 86
Integers	4-10	April 87
Interactive Writing Tools	6-12	Sept. 87
Intermediate Algebra	8-12	Sept. 86
Interpreting Graphs	7-12	Sept. 87
Introductory Algebra	8-12	Sept. 86
Keys to Responsible Driving	9-12	Sept. 86
King's Rule	4-12,A	Sept. 86
La Corrida de Toros	7-10	Sept. 86
Le Vocabulaire Francaise	7-12,A	Feb. 88
Learning Place Value	4-12	Feb. 88
Life Science Data Base	6-12	Nov. 87
Light, Plants and Photosynthesis: Energy in Conversion	7-10	Feb. 88
Light Waves	11-12	Sept. 86
Logical Reasoning	10-12,A	Feb. 88
Lucky's Magic Hat	K-12	Sept. 87
M-ss-ng L-nks: Al Pie De La Letra/Span.	10-12	April 87
Magic Cash Register	2-6	Sept. 86
Magic Slate	K-12,A	April 87
Mastering Computer Literacy	7-12	April 87
Mastering the ACT	10-12	April 87
Mastering the SAT	11-12	Sept. 86
Math For Everyday Living	4-12	Sept. 86
Math Shop	6-9	Feb. 88
MECC DataQuest: The Fifty States	5-12	Nov. 87
MECC Dataquest: The Presidents	7-12	Feb. 88
MECC Keyboarding Master	4-12	April 87
MECC Keyboarding Primer	4-12	April 87
MECC Writing An Opinion Paper	7-12	April 87

TITLE	LEVEL	DATE
Medalists: The Black Americans	7-12,A	Sept. 87
Medalists: The Presidents	6-12,A	Sept. 87
Medalists: The States	5-12,A	Sept. 87
Medalists: Women in History	5-12,A	Sept. 87
Metric	7-12	April 87
Microbiology Techniques	11-12	Sept. 86
Micro Messenger	4-12	April 87
MicroSpeedRead	10-12,A	Feb. 88
Milliken Word Processor	4-12	April 87
Mind Over Matter	2-12	Sept. 86
Newsroom	3-12	Sept. 86
Note Card Maker	9-12,A	Sept. 86
Nutrition Series: Food Group Puzzles	3-12	Sept. 86
Nutrition Series: Food for Thought	3-12	Sept. 86
Nutrition Series: You Are What You Eat	3-12	Sept. 86
Observatory	10-12	April 87
One World: A Countries Database	6-12	Sept. 87
Optics and Light	11-12	Sept. 86
Oregon Trail, The (No. A-157)	4-12	Nov. 87
Passive Transport: Diffusion and Osmosis	10-12	Feb. 88
Photosynthesis and Light Energy	7-10	Sept. 86
Planetary Construction Set	8-12,A	Feb. 88
Plants: Growth and Specialization	9-12,A	Sept. 87
Pollination and Fertilization	7-12,A	Sept. 87
Polynomial Practice Using Tiles	8-12	Sept. 86
Pond, The	2-12,A	Sept. 86
Practical Geometry Series	10-12,A	Sept. 87
Practical Grammar I Series	7-12,A	Nov. 87
Pre-Algebra: Percents	7-12	Sept. 87
PreGED Prep-Test 2 (Social Studies)	10-12,A	Nov. 87
Presidential Decisions of Andrew Jackson	7-12	Feb. 88
Presidential Decisions of George Washington	5-12	Sept. 87
Proportions in Geometry	10-12	Nov. 87
Quiz Grid: Biology	10-12,A	Feb. 88
Quiz Grid: Chemistry	9-12,A	Feb. 88
Reading for Comp.: Jason & The Golden Fleece	7-12	Sept. 86
Reading for Comp.: Mysterious Pyramid	7-12	Sept. 86
Regions of the United States	5-12	Sept. 87
Relevant Reading Through Science	K-12	April 87
Rendezvous	8-12	Sept. 86
Return to Reading: Johnny Tremain	6-10	Sept. 86
Return to Reading: The Odyssey	7-12	Sept. 86
Right Turn	4-12	April 87
RoboMath	3-9	Feb. 88
Salt Shaker	6-12,A	Sept. 86
SAT Exam Preparation Series	10-12,A	Feb. 88

TITLE	LEVEL	DATE
Scalar Speed and Vector Velocity	9-10	Sept. 86
Scholastic Life Science Database	6-12	April 87
Science Tool Kit: Master Module	4-12	Feb. 88
Sensible Speller	4-12,A	Feb. 88
Sentence Structure: Skills Building Adventures	4-12	Feb. 88
Settling America	6-11	Nov. 87
Shakespeare	11-12	Sept. 87
Sir Isaac Newton's Games	4-12,A	Feb. 88
Social Studies Fact Finder:(Junior High)	6-12	Feb. 88
Social Studies Fact Finder:(Senior High)	9-12,A	Feb. 88
Social Studies Skill Builder	9-12	Nov. 87
Solar System Astronomy	6-12	Sept. 87
Spectrum	6-12	April 87
Speed Reading	10-12,A	Sept. 86
Spell It	5-12,A	Sept. 86
Squire: The Financial Planning Simulation	10-12	April 87
Stellar Astronomy	10-12	April 87
Structure of Matter	7-11	Sept. 86
Supreme Court Decision	9-12,A	Feb. 88
Teacher's PET	4-12	Sept. 87
Test Taker's Edge: Social Studies	4-12	Feb. 88
Test Taker's Edge: Vocabulary	5-12	Feb. 88
Time Line: Ancient History	7-12,A	Feb. 88
Time Line: Biblical	6-12,A	Feb. 88
Time Line: U.S. History	6-12,A	Feb. 88
Time Line: World History	6-12,A	Feb. 88
Tobacco: To Smoke or Not To Smoke	6-12	April 87
Treasure Island	N/A	Feb. 88
Trio	6-12,A	Sept. 86
U.S. Constitution Tutor	8-12	Sept. 87
U.S. History Database for PFS:File	7-12	April 87
USA Profile: Social & Geographic Database	3-12	Sept. 87
Vectors and Graphing	11-12,A	Feb. 88
Vectors and Linear Motion	11-12	Sept. 86
Vertical File Resource Materials	8-12	Feb. 88
Vocabulary Builder	7-12	Sept. 87
Volcanoes	6-10	Feb. 88
Volcanoes	9-12	Sept. 86
Voyages of Discovery: Lewis and Clark	9-12,A	Feb. 88
Washington's Decisions	8-12	Nov. 87
Water Pollution	7-12	Feb. 88
Whatsit Corporation	6-12,A	Sept. 86
Wizard of Words	K-12	Sept. 86
Word Prep Advanced	10-12	Sept. 86
Word Quest	2-12,A	Sept. 87

TITLE	LEVEL	DATE
WordSearch	3-12	April 87
Wordwright	7-12,A	Sept. 86
World Atlas Action	5-12	Sept. 87
World Geography Adventure Series	6-10	April 87
Writing 1-5	9-12,A	Nov. 87
Writing Competency Program	7-12,A	Sept. 87

ADULT TITLES

ADULT	LEVEL	DATE
ACE Programmer: Level I	5-12,A	Feb. 88
Algebra Word Problems I: Motion	8-12,A	Nov. 87
Algebra Word Problems II: Area, Perimeter, and Lever	9-12,A	Nov. 87
Algebra Word Problems III: Mixture, Coin, & Investment	9-12,A	Nov. 87
Algebra Series: Binomial Multiplication	9-12,A	Nov. 87
Algebra Series: Factoring Algebraic Expressions	9-12,A	Nov. 87
Algebra Series: Graphing Linear Functions	9-12,A	Nov. 87
Algebra Series: Simultaneous Linear Equations	9-12,A	Feb. 88
Algebra Series: Solving Fractional Equations	9-12,A	Nov. 87
Algebra Series: Solving Quadratic Equations	9-12,A	Nov. 87
Algebra: Equations	8-12,A	Sept. 87
Algebra: Equations II	8-12,A	Sept. 87
Algebra: Equations III	9-12,A	Sept. 87
Biofeedback Microlab	8-12,A	Feb. 88
Classmate	Adult	Nov. 87
Classroom Records Software System	Adult	Feb. 88
Congress	8-12,A	Feb. 88
Create With Garfield	3-12,A	Sept. 87
Diabetes and Hypoglycemia	7-12,A	Nov. 87
Election Simulation	10-12,A	Nov. 87
English Achievement I	10-12,A	Sept. 87
English Achievement II	10-12,A	Sept. 87
English Achievement III	10-12,A	Sept. 87
English Achievement IV	10-12,A	Sept. 87
English Achievement V	10-12,A	Sept. 87
Experiments in Human Physiology	7-12,A	Feb. 88
Experiments in Science	7-12,A	Feb. 88
Game Show, The	1-12,A	Sept. 86
Graphics Department	6-12,A	Feb. 88
Health Awareness Games	7-12,A	Feb. 88
Home Energy Savings	8-12,A	Feb. 88

TITLE	LEVEL	DATE
Honors Algebra	9-12,A	Feb. 88
Honors Geometry	9-12,A	Feb. 88
Le Vocabulaire Francaise	7-12,A	Feb. 88
Logical Reasoning	10-12,A	Feb. 88
Magic Slate	K-12,A	April 87
MECC Mastering Math Series (Utility Programs)	Adult	Nov. 87
Medalists: The Black Americans	7-12,A	Sept. 87
Medalists: The Presidents	6-12,A	Sept. 87
Medalists: The States	5-12,A	Sept. 87
Medalists: Women in History	5-12,A	Sept. 87
MicroSpeedRead	10-12,A	Feb. 88
Planetary Construction Set	8-12,A	Feb. 88
Plants: Growth and Specialization	9-12,A	Sept. 87
Pollination and Fertilization	7-12,A	Sept. 87
Practical Geometry Series	10-12,A	Sept. 87
Practical Grammar I Series	7-12,A	Nov. 87
PreGED Prep-Test 2 (Social Studies)	10-12,A	Nov. 87
Quiz Grid: Biology	10-12,A	Feb. 88
Quiz Grid: Chemistry	9-12,A	Feb. 88
SAT Exam Preparation Series	10-12,A	Feb. 88
Sensible Speller	4-12,A	Feb. 88
Sir Isaac Newton's Games	4-12,A	Feb. 88
Social Studies Fact Finder:(Senior High)	9-12,A	Feb. 88
Supreme Court Decision	9-12,A	Feb. 88
Time Line: Ancient History	7-12,A	Feb. 88
Time Line: Biblical	6-12,A	Feb. 88
Time Line: U.S. History	6-12,A	Feb. 88
Time Line: World History	6-12,A	Feb. 88
Vectors and Graphing	11-12,A	Feb. 88
Voyages of Discovery: Lewis and Clark	9-12,A	Feb. 88
Word Quest	2-12,A	Sept. 87
Writing 1-5	9-12,A	Nov. 87
Writing Competency Program	7-12,A	Sept. 87

Listed below are the names, addresses, and phone numbers of the publishers of software evaluated by Project SEED. Please contact the publishers or local software vendors for additional information about software or for ordering software.

Active Learning Systems
5365 Avenida Encinas, Suite J
Carlsbad, CA 92008
800-423-0818

Advanced Ideas, Inc.
2902 San Pablo Avenue
Berkeley, CA 94702
415-526-9100

Aquarius People Materials, Inc.
P.O. Box 128
Indian Rocks Beach, FL 33535
800-338-2644

Avante-Guard Publishing
No longer available

B5 Software
1024 Bainbridge Place
Columbus, OH 43228
614-276-2752

Bantam Electronic Publishing
666 Fifth Avenue
New York, NY 10103
800-223-6834

Barron's Educational
113 Crossways Park Drive
Woodbury, NY 11791
800-645-3476

Bergwall Educational Software
106 Charles Lindbergh Boulevard
Uniondale, NY 11533
800-645-1737

Blue Chip/See Britannica Learning Corp.

BPI Systems, Inc.
3001 Bee Cave Road
Austin, TX 78746
800-531-5252

BrainBank, Inc.
220 Fifth Avenue
New York, NY 10001
800-682-6565

Britannica Learning Corp.
185 Berry Street
San Francisco, CA 94107
415-546-1866

Broderbund Software
17 Paul Drive
San Rafael, CA 94903-2101
415-479-1170

CBS Software/See Mindscape

Classics on Computer
1747 Voorhees Avenue
Manhattan Beach, CA 90266
213-376-0372

Classroom Consortia Media
1 Edgewater Plaza
Staten Island, NY 10305
800-237-1113

COMPress
P.O. Box 102
Wentworth, NH 03264
800-221-0419

Conduit
University of Iowa, Oakdale Campus
Iowa City, IA 52242
319-353-5789

Continental Press
520 East Bainbridge Street
Elizabethtown, PA 17022
800-233-0759

Cross Educational Software
1802 N. Trenton Street, Box 1536
Ruston, LA 71270
318-255-8921

Data Command
P.O. Box 548
Kankakee, IL 60901
815-933-7735

Davidson & Associates
3135 Kasiwa Street
Torrance, CA 90505
800-556-6141

Designware/See Britannica Learning Corp.

DLM Teaching Resources
One DLM Park
Allen, TX 75002
800-527-5030

Earthware
2386 Spring Blvd., P.O. Box 30039
Eugene, OR 97403
503-344-3383

Educational Activities, Inc.
Dept. 86, P.O. Box 392
Freeport, NY 11520
800-645-3739

Educational Audio Visual, Inc.
17 Marble Street
Pleasantville, NY 10570
914-769-6332

Educational Publishing Concepts, Inc.
P.O. Box 715
St. Charles, IL 60174
800-323-9459

Educational Resource & Research Service
P.O. Box 66
Barnesville, MN 56514
218-493-4587

Eduware/See Britannica Learning Corp.

EME (Educational Materials & Equipment)
Old Mill Plain Road, P.O. Box 2805
Danbury, CT 06811
203-798-2050

Encyclopaedia Britannica
See Looking Glass Learning Prod.

Focus Media, Inc.
839 Stewart Ave., Box 865
Garden City, NY 11530
800-645-8989

Friend-Lee Software
6041 West View Drive
Orange, CA 92659
714-771-1678

Gamco Industries
Box 1911
Big Spring, TX 70720
800-351-1404

Gessler Publishing Company
900 Broadway
New York, NY 10003
212-673-3113

Grolier Electronic Publishing
Dept. 337, Sherman Turnpike
Danbury, CT 06816
800-858-8858

Hart Inc.
8 Baird Mountain Road
Asheville, NC 28804
800-222-9149

Hartley Courseware, Inc.
133 Bridge Street, P.O. Box 419
Dimondale, MI 48821
800-247-1380

High Technology Software Products, Inc.
8200 N. Classen, P.O. Box 60406
Oklahoma City, OK 73146
405-848-0480

Holt, Rinehart & Winston
5925 Peachtree Industrial Blvd.
Chamblee, OA 30341
800-241-3176

Houghton Mifflin Educational Software
2225 East Randol Mill Rd, Suite 530
Arlington, TX 76011
817-649-5254

IBM, PC Software Dept.
One Culver Road
Dayton, NJ 08810
800-IBM-2468

Imperial International Learning
329 East Court St, PO Box 548
Kankakee, IL 60901
815-933-7735

Intellectual Software/Queue
562 Boston Avenue
Bridgeport, CT 06610
800-232-2224

Island Software, Inc.
P.O. Box 300
Lake Grove, NY 11755
516-585-3755

JMH Software of Minnesota
7200 Hemlock Lane
Maple Grove, MN 55369
612-424-5464

Jostens/See Prescription Learning

K-12 MicroMedia Publishing, Inc.
6 Arrow Road
Ramsey, NJ 07446
800-922-0401

Koala Technologies Corp.
269 Mt Herman Rd.
Scotts Valley, CA 95066
800-562-2327

Krell Software
Flowerfield Building #7, Suite 1D
St. James, NY 11780
800-245-7355

Learning Company
545 Middlefield Road, Suite 170
Menlo Park, CA 94025
800-852-2255

Learning Seed
21250 N. Andover Road
Kildeer, IL 60047
312-438-3251

Learning Technologies
4255 LBJ Freeway, Suite 131
Dallas, TX 75244
800-238-4277

Learning Well/Mindscape

Lightspeed Software
2124 Kittredge St., Suite 185
Berkeley, CA 94704
415-486-1165

Looking Glass Learning Products
865 Busse Highway
Park Ridge, IL 60068
312-698-0292

Marshware
P.O. Box 8082
Shawnee Mission, KS 66208
800-821-3303

MECC
3490 Lexington Avenue, N.
St. Paul, MN 55126-8097
800-228-3504

Media Basics
Larchmont Plaza, 180 Palmer Ave.
Larchmont, NY 10538
914-834-2505

Media Materials, Inc.
2936 Remington Avenue
Baltimore, MD 21211
800-638-1010

Merit Audio-Visual
P.O. Box 392
New York, NY 10024
212-SU7-4766

Micro Power & Light Company
12820 Hilcrest Road, #219
Dallas, TX 75230
214-239-6620

Microcomputer Workshops/See Mindscape

MicroLab
2310 Skokie Valley Road
Highland Park, IL 60035
312-433-7550

Milliken Publishing Company
1100 Research Blvd.
St. Louis, MO 63132
800-643-0008

Mindplay (Methods & Solutions)
82 Montvale Ave.
Stoneham, MA 02180
800-221-7911

Mindscape, Inc.
3444 Dundee Road
Northbrook, IL 60062
800-221-9884

NTS Software
141 W. Rialto Ave.
Rialto, CA 92376
714-875-2968

Optimum Resource
10 Station Place
Norfolk, CT 06058
203-542-5553

Prentice Hall Allyn & Bacon
5925 Peachtree Industrial Blvd.
Chamblee, GA 30341
404-455-4536

Prescription Learning Corp.
3820 North 3rd St.
Phoenix, AZ 85012
800-422-4339

Scarborough Systems
55 S. Broadway
Tarrytown, NY 10591
914-332-4545

Scholastic Software
P.O. Box 7502, 2931 E. McCarty
Jefferson City, MO 65102
800-325-6149

Sensible Software
210 S. Woodward, Suite 229
Brimingham, MI 48011
313-258-5566

Simon & Schuster, Software Div.
1230 Ave. of the Americas
New York City, NY 10020
212-333-8228

Softsync, Inc.
162 Madison Avenue
New York, NY 10015
215-685-2080

South-Western Publishing Company
5101 Madison Road
Cincinnati, OH 45227
800-543-1985

SouthWestern EdPsych Services
P.O. Box 1870
Phoenix, AZ 85001
602-253-6528

SVE (Society for Visual Education)
1345 W. Diversey Pky.
Chicago, IL 60614
800-621-1900

Weekly Reader/See Optimum Resources

Sunburst Communications
39 Washington Avenue Rm. GM30
Pleasantville, NY 10591
800-431-1934

Teach Yourself by Computer
2128 W. Jefferson Road
Pittsford, NY 14534
716-427-7065

World Book Discovery
Merchandise Mart Plaza
Mail Station 3
Chicago, IL 60654
800-323-6366

February 1988

TABLE OF CONTENTS

Software By Title Index.....pp. 1-2

Software By Grade Level Index.....pp. 3-7

Software By Subject Area Index.....pp. 8-9

Explanation of Symbols.....p. 10

Ordering Software.....pp. 11-13

Software Evaluations.....listed alphabetically by title

TITLE	PRODUCER
ACE Programmer: Level I	Mindplay
Algebra Series: Simultaneous Linear Equations	Microcomputer Workshops/Mindscape
Beginning Mathematics Concepts	Ency. Britannica/Looking Glass Learn.
Biofeedback Microlab	HRM
Campaign Math	Mindplay
Classroom Records Software System	South-Western Publishing
Congress	B5 Software
Creative Contraptions	Bantam Electronic
Developing Basic Writing Skills	Educational Activities
Discover The World	Hartley
Earth: The Inside Story	Educational Activities
Experiments in Human Physiology	HRM
Experiments in Science	HRM
First Grade Reading Comprehension	Intellectual/Queue
Graphics Department	Sensible Software
Hangman	NTS Software
Health Awareness Games	HRM
Home Energy Savings	HRM
Honors Algebra	Intellectual/Queue
Honors Geometry	Intellectual/Queue
Le Vocabulaire Francaise	Island Software
Light, Plants & Photosyn.: Energy in Conversion	IBM
Logical Reasoning	Intellectual/Queue
LOGO: Explore and Discover	Continental Press
Math Enrichment: Number Puzzles	JMH Software
Math Shop	Scholastic
MECC Dataquest: The Presidents	MECC
MicroSpeedRead	CBS /Mindscape
MICROTYPE: The Wonderful World of Paws	South-Western Publishing
Mission Control Word Games	Gamco
Money	Gamco
Muppet Word Book	Sunburst
Number Theory	JMH Software
Our Weird and Wacky World: Critical Reading Prg.	Educational Activities
Our Weird and Wacky World: Literal Comprehension	Educational Activities
Passive Transport: Diffusion and Osmosis	IBM
Planetary Construction Set	Sunburst
Poster	Scholastic
Presidential Decisions of Andrew Jackson	B5 Software
Quiz Grid: Biology	HRM
Quiz Grid: Chemistry	HRM
Reading Comprehension	Houghton Mifflin Educ. Software
Reading the Facts	Media Materials
RoboMath	Mindplay
Run for President	World Book

TITLE	PRODUCER
SAT Exam Preparation Series	Krell Software
Science Tool Kit: Master Module	Broderbund
Sensible Speller	Sensible Software
Sentence Structure: Skills Building Adventures	SVE (Society for Visual Education)
Sir Isaac Newton's Games	Sunburst
Social Studies Fact Finder: (Junior High)	HRM
Social Studies Fact Finder: (Senior High)	HRM
Space Journey	Mindscape
Steps to Comprehension	Educational Publishing Concepts
Success with Reading	Scholastic
Supreme Court Decision	Intellectual/Queue
Teeth	Intellectual/Queue
Test Taker's Edge: Social Studies	Sunburst
Test Taker's Edge: Vocabulary	Sunburst
Time Line: Ancient History	Intellectual
Time Line: Biblical	Intellectual
Time Line: U.S. History	Intellectual
Time Line: World History	Intellectual
Treasure Island	Classics on Computer
Vectors and Graphing	Cross Educational Software
Vertical File Resource Materials	Educational Resource & Research
Volcanoes	Prentice Hall
Voyages of Discovery: Lewis and Clark	HRM
Water Pollution	EME (Educational Materials & Equip.)
Weather Command: A Science Game	Educational Audio Visual

PRIMARY TITLES (K-3)	GRADE
Beginning Mathematics Concepts	K-1
Creative Contraptions	1-5
First Grade Reading Comprehension	1
LOGO: Explore and Discover	2-6
Math Enrichment: Number Puzzles	K-3
MICROTYPE: The Wonderful World of Paws	3-6
Money	3-6
Muppet Word Book	K-1
Our Weird and Wacky World: Critical Reading Program	2-4
Our Weird and Wacky World: Literal Comprehension Program	3-9
Reading Comprehension	3-8
Success with Reading	3-6
Teeth	3-6

ELEMENTARY TITLES (4-6)	GRADE
ACE Programmer: Level I	5-12,A
Creative Contraptions	1-5
Developing Basic Writing Skills	5-7
Discover The World	6-12
Earth: The Inside Story	4-9
Hangman	4-7
LOGO: Explore and Discover	2-6
MICROTYPE: The Wonderful World of Paws	3-6
Mission Control Word Games	4-6
Money	3-6
Number Theory	6-9
Our Weird and Wacky World: Critical Reading Program	2-4
Our Weird and Wacky World: Literal Comprehension	3-9
Poster	4-8
Reading Comprehension	3-8
Reading the Facts	5-9
RoboMath	3-9
Run for President	4-8
Science Tool Kit: Master Module	4-12
Sensible Speller	4-12,A
Sentence Structure: Skills Building Adventures	4-12
Sir Isaac Newton's Games	4-12,A
Social Studies Fact Finder:(Junior High)	6-12
Space Journey	4-6
Steps to Comprehension	4-6
Success with Reading	3-6

ELEMENTARY TITLES (4-6)	GRADE
Teeth	3-6
Test Taker's Edge: Social Studies	4-12
Test Taker's Edge: Vocabulary	5-12
Time Line: Biblical	6-12,A
Time Line: U.S. History	6-12,A
Time Line: World History	6-12,A
Treasure Island	N/A
Volcanoes	6-10

MIDDLE SCHOOL TITLES (7-9)	GRADE
ACE Programmer: Level I	5-12,A
Algebra Series: Simultaneous Linear Equations	9-12,A
Biofeedback Microlab	8-12,A
Campaign Math	7-12
Congress	8-12,A
Developing Basic Writing Skills	5-7
Discover The World	6-12
Earth: The Inside Story	4-9
Experiments in Human Physiology	7-12,A
Experiments in Science	7-12,A
Graphics Department	6-12,A
Hangman	4-7
Health Awareness Games	7-12,A
Home Energy Savings	8-12,A
Honors Algebra	9-12,A
Honors Geometry	9-12,A
Le Vocabulaire Francaise	7-12,A
Light, Plants and Photosynthesis: Energy in Conversion	7-10
Math Shop	6-9
MECC Dataquest: The Presidents	7-12
Number Theory	6-9
Our Weird and Wacky World: Literal Comprehension	3-9
Planetary Construction Set	8-12,A
Poster	4-8
Presidential Decisions of Andrew Jackson	7-12
Reading Comprehension	3-8
Reading the Facts	5-9
RoboMath	3-9
Run for President	4-8
Science Tool Kit: Master Module	4-12
Sensible Speller	4-12,A
Sentence Structure: Skills Building Adventures	4-12

MIDDLE SCHOOL TITLES (7-9)	GRADE
Sir Isaac Newton's Games	4-12,A
Social Studies Fact Finder: (Junior High)	6-12
Social Studies Fact Finder: (Senior High)	9-12,A
Supreme Court Decision	9-12,A
Test Taker's Edge: Social Studies	4-12
Test Taker's Edge: Vocabulary	5-12
Time Line: Ancient History	7-12,A
Time Line: Biblical	6-12,A
Time Line: U.S. History	6-12,A
Time Line: World History	6-12,A
Treasure Island	N/A
Vertical File Resource Materials	8-12
Volcanoes	6-10
Voyages of Discovery: Lewis and Clark	9-12,A
Water Pollution	7-12
Weather Command: A Science Game	7-9

HIGH SCHOOL TITLES (10-12)	GRADE
ACE Programmer: Level I	5-12,A
Algebra Series: Simultaneous Linear Equations	9-12,A
Biofeedback Microlab	8-12,A
Campaign Math	7-12
Congress	8-12,A
Discover The World	6-12
Experiments in Human Physiology	7-12,A
Experiments in Science	7-12,A
Graphics Department	6-12,A
Health Awareness Games	7-12,A
Home Energy Savings	8-12,A
Honors Algebra	9-12,A
Honors Geometry	9-12,A
Le Vocabulaire Francaise	7-12,A
Light, Plants and Photosynthesis: Energy in Conversion	7-10
Logical Reasoning	10-12,A
Math Shop	6-9
MECC Dataquest: The Presidents	7-12
MicroSpeedRead	10-12,A
Passive Transport: Diffusion and Osmosis	10-12
Planetary Construction Set	8-12,A
Presidential Decisions of Andrew Jackson	7-12
Quiz Grid: Biology	10-12,A
Quiz Grid: Chemistry	9-12,A

HIGH SCHOOL TITLES (10-12)	GRADE
RoboMath	3-9
SAT Exam Preparation Series	10-12,A
Science Tool Kit: Master Module	4-12
Sensible Speller	4-12,A
Sentence Structure: Skills Building Adventures	4-12
Sir Isaac Newton's Games	4-12,A
Social Studies Fact Finder: (Junior High)	6-12
Social Studies Fact Finder: (Senior High)	9-12,A
Supreme Court Decision	9-12,A
Test Taker's Edge: Social Studies	4-12
Test Taker's Edge: Vocabulary	5-12
Time Line: Ancient History	7-12,A
Time Line: Biblical	6-12,A
Time Line: U.S. History	6-12,A
Time Line: World History	6-12,A
Treasure Island	N/A
Vectors and Graphing	11-12,A
Vertical File Resource Materials	8-12
Volcanoes	6-10
Voyages of Discovery: Lewis and Clark	9-12,A
Water Pollution	7-12

ADULT TITLES	GRADE
ACE Programmer: Level I	5-12,A
Algebra Series: Simultaneous Linear Equations	9-12,A
Biofeedback Microlab	8-12,A
Classroom Records Software System	Adult
Congress	8-12,A
Experiments in Human Physiology	7-12,A
Experiments in Science	7-12,A
Graphics Department	6-12,A
Health Awareness Games	7-12,A
Home Energy Savings	8-12,A
Honors Algebra	9-12,A
Honors Geometry	9-12,A
Le Vocabulaire Francaise	7-12,A
Logical Reasoning	10-12,A
MicroSpeedRead	10-12,A
Planetary Construction Set	8-12,A
Quiz Grid: Biology	10-12,A
Quiz Grid: Chemistry	9-12,A
SAT Exam Preparation Series	10-12,A

ADULT TITLES	GRADE
Sensible Speller	4-12,A
Sir Isaac Newton's Games	4-12,A
Social Studies Fact Finder:(Senior High)	9-12,A
Supreme Court Decision	9-12,A
Time Line: Ancient History	7-12,A
Time Line: Biblical	6-12,A
Time Line: U.S. History	6-12,A
Time Line: World History	6-12,A
Vectors and Graphing	11-12,A
Voyages of Discovery: Lewis and Clark	9-12,A
Water Pollution	7-12

TITLE	GRADE LEVEL
BUSINESS/VOCATIONAL EDUCATION	
MICROTYPE: The Wonderful World of Paws	3-6
COMPUTER LITERACY/TECHNOLOGY	
ACE Programmer: Level I	5-12,A
LOGO: Explore and Discover	2-6
FOREIGN LANGUAGE	
Le Vocabulaire Francaise	7-12,A
LANGUAGE ARTS	
Developing Basic Writing Skills	5-7
First Grade Reading Comprehension	1
Hangman	4-7
MicroSpeedRead	10-12,A
Mission Control Word Games	4-6
Our Weird and Wacky World: Critical Reading Program	2-4
Our Weird and Wacky World: Literal Comprehension	3-9
Reading Comprehension	3-8
Reading the Facts	5-9
Sentence Structure: Skills Building Adventures	4-12
Steps to Comprehension	4-6
Success with Reading	3-6
Treasure Island	N/A
LIBRARY/MEDIA SKILLS	
Vertical File Resource Materials	8-12
MATH	
Algebra Series: Simultaneous Linear Equations	9-12,A
Beginning Mathematics Concepts	K-1
Campaign Math	7-12
Honors Algebra	9-12,A
Honors Geometry	9-12,A
Math Enrichment: Number Puzzles	K-3
Math Shop	6-9
Money	3-6
Number Theory	6-9
RoboMath	3-9
Space Journey	4-6
OTHER	
SAT Exam Preparation Series	10-12,A
PRESCHOOL/EARLY CHILDHOOD	
Muppet Word Book	K-1

PROBLEM SOLVING/LOGIC	
Logical Reasoning	10-12,A
SCIENCE	
Biofeedback Microlab	8-12,A
Creative Contraptions	1-5
Earth: The Inside Story	4-9
Experiments in Human Physiology	7-12,A
Experiments in Science	7-12,A
Health Awareness Game	7-12,A
Home Energy Savings	8-12,A
Light, Plants and Photosynthesis: Energy in Conversion	7-10
Passive Transport: Diffusion and Osmosis	10-12
Planetary Construction Set	8-12,A
Quiz Grid: Biology	10-12,A
Quiz Grid: Chemistry	9-12,A
Science Tool Kit: Master Module	4-12
Sir Isaac Newton's Games	4-12,A
Teeth	3-6
Vectors and Graphing	11-12,A
Volcanoes	6-10
Water Pollution	7-12
Weather Command: A Science Game	7-9
SOCIAL STUDIES	
Congress	8-12,A
Discover The World	6-12
MECC Dataquest: The Presidents	7-12
Presidential Decisions of Andrew Jackson	7-12
Run for President	4-8
Social Studies Fact Finder: (Junior High)	6-12
Social Studies Fact Finder: (Senior High)	9-12,A
Supreme Court Decision	9-12,A
Test Taker's Edge: Vocabulary	5-12
Time Line: Ancient History	7-12,A
Time Line: Biblical	6-12,A
Time Line: U.S. History	6-12,A
Time Line: World History	6-12,A
Vertical File Resource Materials	8-12
Voyages of Discovery: Lewis and Clark	9-12,A
UTILITY/PRODUCTIVITY TOOL	
Classroom Records Software System	Adult
Graphics Department	6-12,A
Poster	4-8
Sensible Speller	4-12,A
Test Taker's Edge: Vocabulary	5-12

EXPLANATION OF SYMBOLS

SUBJECT AREA SYMBOLS

AE Art Education
BV Business/Vocational Education
CC Career Planning/Counseling
CT Computer Literacy/Technology
FL Foreign Language
GT Gifted/Talented
HE Home Economics/Living Skills
HS Health/Safety
IT Instructional Media
KB Keyboarding
LA Language Arts
LM Library/Media Skills
MA Mathematics
MU Music
PE Physical Education
PR Preschool/Early Childhood
PS Problem Solving/Logic
SC Science
SN Special Needs/Handicapped
SS Social Studies
TS Traffic Safety
UP Utility/Productivity Tools
VE Vocational Education

MODE SYMBOLS

CMI COMPUTER-MANAGED INSTRUCTION: A possible component of instructional computer software that assists in managing instruction by collecting, storing, and retrieving students' skill-mastery/progress data.

D/P DRILL and PRACTICE: Provides activities/exercises to reinforce or practice concepts and skills already taught or learned.

GA GAME: Uses a variety of game formats and elements of competition to motivate students to apply skills they have mastered to accumulate points/scores.

P/S PROBLEM SOLVING: Requires the student to analyze a situation or a problem, make a decision by applying accepted principles or rules, and continue the process in solving the problem.

SIM SIMULATION: Provides models of situations or events too complex, dangerous, expensive, or inconvenient to reproduce in the classroom. Student analyzes situation, makes decision, and is informed of the results.

TU TUTORIAL. Presents new concepts or skills by means of examples and questions, often providing tests and remediation.

Please send your requests for software to the appropriate software producer or local software vendor.

B5 Software
1024 Bainbridge Place
Columbus, OH 43228
614-276-2752

Bantam Electronic Publishing
666 Fifth Avenue
New York, NY 10103
800-223-6834

Broderbund Software
17 Paul Drive
San Rafael, CA 94903-2101
415-479-1170

CBS Software/See Mindscape

Classics on Computer
1747 Voorhees Ave
Manhattan Beach, CA 90266
213-376-8372

Classroom Consortia Media
1 Edgewater Plaza
Staten Island, NY 10305
800-237-1113

Continental Press
520 East Bainbridge Street
Elizabethtown, PA 17022
800-233-0759

Cross Educational Software
1802 N. Trenton Street, Box 1536
Ruston, LA 71270
318-255-8921

EME (Educational Materials & Equipment)
Old Mill Plain Road, P.O. Box 2805
Danbury, CT 06811
203-798-2050

Educational Activities, Inc.
Dept. 86, P.O. Box 392
Freeport, NY 11520
800-645-3739

Educational Audio Visual, Inc.
17 Marble Street
Pleasantville, NY 10570
914-769-6332

Educational Publishing Concepts
P.O. Box 715
St. Charles, IL 60174
800-323-9459

Educational Resource & Research Service
P.O. Box 66
Barnesville, MN 56514
218-493-4587

Encyclopaedia Britannica
See Looking Glass Learning Prod.

Gamco Industries
Box 1911
Big Spring, TX 70720
800-351-1404

Hartley Courseware, Inc.
133 Bridge Street, P.O. Box 419
Dimondale, MI 48821
800-247-1380

IBM, PC Software Dept.
One Culver Road
Dayton, NJ 08810
800-IBM-2468

Island Software, Inc.
P.O. Box 300
Lake Grove, NY 11755
516-585-3755

Krell Software
Flowerfield Building #7, Suite 1D
St. James, NY 11780
800-245-7355

MECC
3490 Lexington Avenue, N.
St. Paul, MN 55126-8097
800-228-3504

Microcomputer Workshops/See Mindscape

Mindscape, Inc.
3444 Dundee Road
Northbrook, IL 60062
800-221-9884

HRM
175 Tompkins Ave.
Pleasantville, NY 10570
800-431-2050

Houghton Mifflin Educational Software
2225 East Randol Mill Rd, Suite 530
Arlington, TX 76011
817-649-5254

Intellectual Software/Queue
562 Boston Ave
Bridgeport, CT 06610
800-232-2224

JMH Software of Minnesota
7200 Hemlock Lane
Maple Grove, MN 55369
612-424-5464

Looking Glass Learning Products
865 Busse Highway
Park Ridge, IL 60068
312-698-0292

Media Materials, Inc.
2936 Remington Avenue
Baltimore, MD 21211
800-638-1010

Mindplay (Methods & Solutions)
82 Montvale Ave.
Stoneham, MA 02180
800-221-7911

NTS Software
141 W. Rialto Ave.
Rialto, CA 92376
714-875-2968

Prentice Hall Allyn & Bacon
5925 Peachtree Industrial Blvd.
Chamblee, GA 30341
212-505-3561

Scholastic Software
P.O. Box 7502, 2931 E. McCarty Street
Jefferson City, MO 65102
800-325-6149

South-Western Publishing Company
5101 Madison Road
Cincinnati, OH 45227
800-543-1985

World Book Discovery
Merchandise Mart Plaza, Mail Station 3
Chicago, IL 60654
800-323-6366

SVE (Society for Visual Education)
1345 W. Diversey Pky.
Chicago, IL 60614
800-621-1900

Sensible Software
210 S. Woodward, Suite 229
Brimingham, MI 48011
313-258-5566

Sunburst Communications
39 Washington Avenue, Rm. GM30
Pleasantville, NY 10591
800-431-1934

Duplication permitted only in entirety, citing Project SEED as source

TITLE: ACE Programmer: Level I
PRODUCER: Mindplay COPYRIGHT: 1984
GRADE LEVEL: 5-12,A SUBJECT AREA: CT
MODE: TU OTHER MODES:
TOPICS: BASIC programming PRICE: 39.99
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Available for 7.50 each
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: Minimum of 6 disks
LAB PACK PRICE: 20.00 per disk
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS: Apple family
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: P OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: ACE PROGRAMMER: LEVEL I is an elementary tutorial program designed to teach fundamental skills of programming in BASIC. It contains a series of 35 sequenced, interactive lessons and 35 special assignments for practice and reinforcement. The user chooses the lesson from a menu and may complete one or several lessons before choosing practice or reinforcement activities. The program instructs, gives examples, and provides screen prompts when mistakes are made. A management feature allows a teacher to maintain records for up to 32 students.

STRENGTHS: This program is menu-driven, offers automatic start-up, and requires little teacher intervention. Lessons are sequenced and user-paced. Teachers may customize lessons. The program provides feedback, help screens, and encouragement for properly completed tasks. The management feature allows teachers to keep student records.

WEAKNESSES: The program is too difficult for the grade range listed in the package (2-6). The manual's instructions for entering additional assignments are inadequate. The user cannot escape easily from the "play space" to the menu.

USES: This program is appropriate for introducing BASIC in grades 5 through adult, but not for the 2nd, 3rd, and 4th grades listed in the program documentation. It is best suited for individual use.

RECOMMENDATION: Recommended with reservations

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Algebra Series: Simultaneous Linear Equations
PRODUCER: Microcomputer Workshops/Mindscape COPYRIGHT: 1984
GRADE LEVEL: 9-12,A SUBJECT AREA: MA
MODE: D/P, TU OTHER MODES:
TOPICS: Algebraic linear equations PRICE: 29.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 0
OTHER DOCUMENTATION:
BACKUP POLICY: One included
PREVIEW POLICY: 30-day
LAB PACK: Yes ITEMS IN LAB PACK: 5
LAB PACK PRICE: 59.90
NETWORK VERSION: Yes NETWORK PRICE: 89.85
SERIES PRICE: 185.00 SERIES ITEMS: 7
SERIES TITLE: Success with Algebra Series
LICENSING AGREEMENTS: Call publisher
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: X COMMODORE: X
MAC: IBM PC: X TANDY 1000: X OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: SIMULTANEOUS LINEAR EQUATIONS is a high school mathematics program that offers drill and practice in solving simultaneous linear equations of the form AX + BY = C, where all variables are integers. For each problem presented, the user is taken through a step-by-step solution process. The computer screen becomes an electronic worksheet that offers help and provides immediate feedback. The user must follow a sequential and logical order for solution. After the user completes a problem, the computer presents a graph of the solution. Upon completion of a set of problems, the user receives an error analysis showing how many and what type of errors were made in the solution process.

STRENGTHS: This program provides excellent feedback and guidance in solving the problems. The directions are clear, and little or no teacher intervention is required. The content is presented in a logical and sequential manner. Branching allows for individual responses. The screen format is very good.

WEAKNESSES: If used too much, this program could become repetitious.

USES: This program is appropriate for high school and college algebra students. It may also be used for adult education classes. It is best suited for individual use.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Beginning Mathematics Concepts
PRODUCER: Encyclopaedia Britannica/Looking G COPYRIGHT: 1986
GRADE LEVEL: K-1 SUBJECT AREA: MA
MODE: OTHER MODES:
TOPICS: Numeration, addition, subtraction PRICE: 139.00
MASTER DISKS: 3 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Library cards
BACKUP POLICY: Backups available for $10.00 each.
PREVIEW POLICY: 30-day
LAB PACK: Yes ITEMS IN LAB PACK: 5 sets of disks-15 disks
LAB PACK PRICE: 278.00
NETWORK VERSION: Yes NETWORK PRICE: 278.00
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: Available
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: P JOYSTICK: MOUSE:

CONTENT: BEGINNING MATHEMATICS CONCEPTS is an early childhood to primary grade math program designed to introduce the young user to the concepts of counting from 1 to 10, greater than and less than, and addition and subtraction. Each of the 3 disks feature 3 or 4 concepts that are taught in two-part activities. The user selects a topic from the main menu. From the main menu, the user is taken to a submenu where he/she must choose to "learn" or "play." The "learn" option takes the user through a tutorial lesson, and the "play" option takes the user through an interactive, problem-solving game.

STRENGTHS: The program is easy for young children to use. It incorporates good use of sound, color, and graphics. The concepts and objectives are clear and appropriate for young users. It offers a teacher management feature. The program offers help and review and requires active participation.

WEAKNESSES: The program requires the user to read directions on the screen. There is too much use of the space bar.

USES: This program is appropriate for drill and practice, not initial instruction. The program is too advanced for most kindergarten and some beginning first grade students. It is most appropriate for practice with first graders and remediation with second and third graders.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Biofeedback Microlab
PRODUCER: HRM COPYRIGHT: 1986
GRADE LEVEL: 8-12,A SUBJECT AREA: SC
MODE: SIM OTHER MODES:
TOPICS: Biofeedback PRICE: 350.00
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Lifetime disk guarantee
PREVIEW POLICY: Demo disk for 30-day free preview
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: No NETWORK PRICE:
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: No
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS: Apple II fam
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: R GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: BIOFEEDBACK MICROLAB is a middle grade to high school simulation program that allows the user to monitor various human physiological activities. The main focus of the activities is to study the effects of stress on the body by monitoring subtle physiological responses. The program contains seven activities that deal with the body's reaction to noise and mental tasks and biofeedback studies in muscle tension, skin temperature, heart rate, and electrodermal activity. The package contains an interface card and box that allow several monitoring devices to be attached to the computer. Included are electrodermal sensors, thermistor for measuring skin temperature, heart-rate sensor, electromogram sensors, and necessary cables and adhesive strips.

STRENGTHS: This program is completely interactive and allows the user to set up his/her own learning situations. The program itself is easy to operate, and good documentation is provided. It has a wide range of appropriate uses and is especially suited for group instruction. The activities are well structured and sensible for middle grade to high school students.

WEAKNESSES: Novice users may not feel comfortable dealing with the manipulation of hardware that is necessary in using the program.

USES: This program is appropriate for middle grade to high school science classes. It is also appropriate for college students who are studying biofeedback or human physiology. It also may be useful for adult and community education programs. It may be used by individuals or groups after initial instruction in the subject matter or by an instructor as a lecture aid.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: HRM offers a toll free number 800-431-2050 for technical assistance.

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Campaign Math
PRODUCER: Mindplay COPYRIGHT: 1985
GRADE LEVEL: 7-12 SUBJECT AREA: MA
MODE: GA OTHER MODES:
TOPICS: Elections, fractions, ratios, percents PRICE: 39.99
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 2
OTHER DOCUMENTATION: Survey sheet
BACKUP POLICY: Available for 7.50 each
PREVIEW POLICY: 30-day
LAB PACK: Yes ITEMS IN LAB PACK: Minimum of 6
LAB PACK PRICE: 20.00 per disk
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: P OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: CAMPAIGN MATH is an elementary through high school math game that allows the user to develop skill in fractions, percentages, and ratios. The user is taken through the election process in a mathematical manner. The user selects from a menu of four choices: Race, Platform, Fund-raising, and Campaigning. Each option features stops for mathematical equations and logic.

STRENGTHS: This program offers automatic start-up and is menu-driven. It incorporates good use of graphics and sound.

WEAKNESSES: The program is difficult to follow. Too much time is spent trying to understand the instructions instead of applying the concepts. The feedback is not appropriate. Some activities lack instructional purpose. Some factual errors were encountered. The level of logic called for is above the level of the stated users.

USES: Although the documentation states that the program may be used with third grade students, an older user is needed. It is more appropriate for middle grade and high school students for enrichment. It could be used for math or government assignments, but is not suited for general class instruction.

RECOMMENDATION: Not recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Classroom Records Software System
PRODUCER: South-Western Publishing Co. COPYRIGHT: 1985
GRADE LEVEL: Adult SUBJECT AREA: UP
MODE: Other OTHER MODES: Teacher Utility
TOPICS: PRICE: 59.50
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Included with original diskette
PREVIEW POLICY: 30-day
LAB PACK: Yes ITEMS IN LAB PACK: Lab-5 disks, class-10 disks, school-20
LAB PACK PRICE: Lab $267.75,class $476.00,school $714.00
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: No
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: X COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: P OTHER:
2ND DISK DRIVE: R TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: CLASSROOM RECORDS SOFTWARE SYSTEM helps teachers to organize student information, such as assignment scores, attendance records, and general comments. It also computes grades and generates numerous reports that may be viewed on the screen or printed. Individual student records can contain 10 test scores, 30 assignment scores, 200 attendance days, and 15 comments. The program will compute averages for all assignments and all tests and a total average for both assignments and tests. Teachers can weight assignments and test scores before requesting averages. The program will compute class averages for specific assignments and tests. Individual or class reports can be generated, showing any of the data teachers enter. Statistical interpretations, such as percentiles, minimum and maximum scores, standard deviations, T scores, and Z scores, are available.

STRENGTHS: This teacher utility emphasizes efficient operation and suggests practices and options to aid teachers in using their time at the computer effectively. Easy editing simplifies data entry (e.g., teachers enter a single set of data, such as attendance, and edit only those students who deviate).

WEAKNESSES: A minor problem is the failure of documentation to warn users that they must format blank disks before they make additional data disks.

USES: The program requires extra effort from the user during set-up, but compensates for that with many reports available from the same data entry. This program will accommodate both simple and intricate recording and reporting. If data is entered on a timely basis, teachers will be able to produce detailed progress reports with minimal notice.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: There are 3 levels of packages. A lab pack consists of 5 original copies, 5 back-ups, and 5 sets of documentation. A class pack consists of 10 of each, and a school pack consists of 20 of each.

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

TITLE: Congress
PRODUCER: B5 Software COPYRIGHT: 1986
GRADE LEVEL: 8-12,A SUBJECT AREA: SS
MODE: GA,SIM,P/S OTHER MODES:
TOPICS: Bill to law, committees, pres & congress PRICE: 31.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Backup for archives
PREVIEW POLICY: None;direct-local dealer may obtain demo
LAB PACK: No ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: No NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: N/A
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple IIe/c OPERATING SYSTEM: DOS 3.3 MEMORY: 64K
APPLE: X IBM PCjr: TRS-80 MODEL 4: X COMMODORE: X
MAC: IBM PC: TANDY 1000: X OTHER COMPUTERS: Tandy color
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: CONGRESS simulates the congressional process of passing a bill into law, with the user assuming the role of President, Democratic or Republican. The President's program consists of bills on defense, tax reform, environment, social programs, and foreign aid. On-screen directions guide the user through simulated decisions until all five bills are passed. Each bill passed with fewer than 6 amendments earns 100 points. A perfect score is 500 points. A summary is provided of each of the president's bills: whether passed or rejected; number of amendements added; and points awarded. The user is then compared to a U.S. president on both popularity and effectiveness. After several tries, users learn that fewer lobbyists and more political favors generally increase chances of success and scores.

STRENGTHS: The program has automatic start-up; exploits the branching capabilities of the computer; provides for many user-controlled options; allows the user to interrupt the program and start over at any input break; and, due to good on-screen commands and information, requires little teacher intervention. An excellent view of the intricate committee, legislative, and executive workings and maneuverings is provided.

WEAKNESSES: The program allows the user to be only a Democrat or a Republican (the manual indicates that no other party is electable). Graphics, feedback, and the manual are limited in many ways. No review function is provided, and there is limited decision making. The screen moves too rapidly on the voting tabulation results. The program cannot be interrupted and saved.

USES: This program can be used by students in grades 7 through adult; it presumes prior knowledge of the basic operations of Congress. It can be very effective for individual or group sessions as a post-evaluation of the students' knowledge and awareness of how a bill becomes a law. It could be effective for total class participation in a discussion on how a bill becomes a law, if used with a large-screen monitor.

RECOMMENDATION: Recommended with reservations

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Creative Contraptions
PRODUCER: Bantam Electronic COPYRIGHT: 1985
GRADE LEVEL: 1-5 SUBJECT AREA: SC
MODE: P/S,GA,SIM OTHER MODES:
TOPICS: Simple machines, problem solving PRICE: 39.95
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Guide card
BACKUP POLICY: none stated
PREVIEW POLICY: 30-day warranty
LAB PACK: No ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: 119.85 SERIES ITEMS: 3
SERIES TITLE: Micro-Workshop Series
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: N/A MEMORY: 64K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE: X
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: CREATIVE CONTRAPTIONS strengthens problem-solving skills through a game-like application of science content, specifically simple machines. The premise of the program is derived from the children's game "Mouse Trap." Students use all sorts of simple machines plus animals, old shoes, and household items to assemble fanciful mechanisms that accomplish specified tasks. Three tasks are featured--waking a sleeping man, cooling off a sunbather, and combing a boy's hair. Each task must be accomplished at two levels of difficulty. A tutorial describes the operation of nine simple machines: inclined plane, pulley, wheel and axle, wedge, pendulum, magnet, screw, lever, and spring.

STRENGTHS: While the program is not primarily a simulation, it does simulate the interaction of individual simple machines within more complex machines. Additionally, the program requires students to apply deductive reasoning--an essential, often difficult-to-teach thinking skill.

WEAKNESSES: The same six contraptions are assembled in each of the three sections of the game. As each section has two levels of difficulty, users repeatedly build the same contraptions over and over again. A fold-out guide describes each game, but gives no suggestions as to how best to integrate this beginning physics experience into an elementary classroom.

USES: This is an excellent package for individualized instruction for advanced, independent workers or for those in need of remediation. If a large monitor is available, the tutorials are good supplements to group instruction.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

TITLE: Developing Basic Writing Skills
PRODUCER: Educational Activities COPYRIGHT: 1986
GRADE LEVEL: 5-7 SUBJECT AREA: LA
MODE: TU OTHER MODES:
TOPICS: Writing skills PRICE: 149.00
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: 5 workbooks
BACKUP POLICY: 1 free with purchase of program
PREVIEW POLICY: 30-day
LAB PACK: Yes ITEMS IN LAB PACK: 10
LAB PACK PRICE: 3 times the catalog price
NETWORK VERSION: Yes NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: N/A
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: DEVELOPING BASIC WRITING SKILLS is a tutorial that develops writing competencies and skills by introducing five types of writing: 1) Process (sequence, explanatory paragraphs, and map directions); 2) Descriptive Writing (choosing exact words, character sketches, settings, and descriptive paragraphs); 3) Narrative (topic sentences, conciseness, sentence fragments and strong verbs); 4) Story Starter (six elements of a story, kcharacters, setting, conflict, climax, and ending); and 5) Personal Expressive (facts and opinion, "why" paragraphs, and word connotation). Each lesson concludes with a review of skills taught and on-screen directions for a creative writing assignment. Follow-up exercises accompany each of the five sections on reproducible worksheets. The package includes five activity masters, five workbooks, one disk, and one teacher's manual.

STRENGTHS: The printed documentation is very thorough and includes a good list of prerequisites and behavioral objectives. Branching techniques are explained for each section. The on-line documentation successfully guides the user through the program. Optional help screens are available. The program is self-paced and menu-driven and requires little teacher intervention. Accompanying workbooks complement and extend the lessons on the disk. A management system records and purges student data and allows the teacher to determine percentage of correct answers for a passing score.

WEAKNESSES: There is no easy exit once a student is in a lesson. Help options appear only at predetermined times.

USES: This program is appropriate for developing student writing skills in grades 5-6; it could be used for remediation in grades 7-8. The writing package could serve as an entire unit on creative writing or an extensive supplement to ongoing classroom instruction.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: The user can exit easily by pressing "Control-C."

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Discover The World
PRODUCER: Hartley COPYRIGHT: 1986
GRADE LEVEL: 6-12 SUBJECT AREA: SS
MODE: SIM OTHER MODES: P/S
TOPICS: Geography, history of exploration PRICE: 79.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: 10.00 + red card
PREVIEW POLICY: 30 days
LAB PACK: N/A ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: N/A NETWORK PRICE:
SERIES PRICE: 3@89.95 SERIES ITEMS: 3
SERIES TITLE: Explorer Series
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: PASCAL MEMORY: 64K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: DISCOVER THE WORLD is a social studies program in which students experience the Age of Exploration through the simulated sailing from Europe to the Orient and solving problems along the route. Students are faced with decisions involving outfitting the ships, selecting the route, finding food and water on the journey, surviving threatening events on the journey, etc. Students are given the opportunity to read screens of information about a variety of exploration topics to help them in making decisions about their journey. The simulation may be played on three levels of difficulty: Able Seaman for beginners, Captain and Master Mariner for more advanced students. The package includes 3 disks and documentation containing tests and worksheets.

STRENGTHS: This program is well thought out with varied activities that can be adapted to different levels of ability. Teachers can change the level of difficulty of questions and navigational skills required. Multi-use copies of student data disks may be made. The vocabulary level and graphics are appropriate.

WEAKNESSES: The program is confusing to use at first. The teacher will need to learn the software thoroughly and instruct students in its use first. Some tasks like purchasing food and water are too tedious and time-consuming. A question in the "Explorer's Notebook" contains incorrect information. Students have access to "Modify Questions" from the main menu as well as other teacher management options.

USES: This program would be appropriate for history and geography students in middle and high school.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: The amount of time needed for purchasing food etc. can be reduced by purchasing items in increments of 1000 rather than one at a time. The master disk, which gives access to the teacher options, is needed only to boot the program. The students have their own disks to use while running the simulation.

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Earth: The Inside Story
PRODUCER: Educational Activities COPYRIGHT:
GRADE LEVEL: 4-9 SUBJECT AREA: SC
MODE: TU OTHER MODES:
TOPICS: Earth's layers and movements PRICE: 59.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: One included with purchase
PREVIEW POLICY: 30-day
LAB PACK: Yes ITEMS IN LAB PACK: 10 disks, 1 set documentation
LAB PACK PRICE: 3 times catalog price
NETWORK VERSION: Yes NETWORK PRICE: 3 times
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: EARTH: THE INSIDE STORY is an upper elementary through middle grade tutorial program designed to teach introductory earth science. The program offers five lessons: Inside the Earth, Introduction to Plate Tectonics, Sweeping the Ocean Floor, Fire and Brimstone, and The Other Side of the Mountain. Each lesson offers an interactive tutorial followed by a short review of five randomly selected questions. Upon booting the program, the computer automatically updates the students' records and begins running the first lesson that the user has not successfully completed. If the user has completed all lessons, a menu appears, and the user is allowed to select the lesson he/she would like to review. This program also offers a management system for holding up to 75 student records. Student records are recorded as a percentage of mastery on the questions asked at the end of each lesson. The teacher may change the mastery level if desired.

STRENGTHS: The program is easy to use, has review features, offers help screens, and provides positive feedback. It incorporates good use of graphics and sound. The documentation contains student activity sheets. The record keeping is a useful feature. The material is presented in a clear and motivating format.

WEAKNESSES: The user cannot escape from an activity with ease. There is no main menu from which to choose an activity.

USES: This program is appropriate for grades 4 through 9 in classes that deal with earth science. It may be used by individual students or in small groups. It also may be used with a large-screen monitor for large-group instruction.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: The user can exit easily by pressing "Control-C." The main menu can be accessed by the teacher by inputting the password "teacher" at the first name prompt. It is intentionally hidden from the student because the lessons are designed to be done in a specific sequence.

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Experiments in Human Physiology
PRODUCER: HRM COPYRIGHT: 1983
GRADE LEVEL: 7-12,A SUBJECT AREA: SC
MODE: SIM OTHER MODES:
TOPICS: Heart rate, skin temp., respiration, etc PRICE: 269.00
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: 0
BACKUP POLICY: Lifetime disk software guarantee
PREVIEW POLICY: Firm order, 30-day full purchase refund
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS: Except IIc
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: 0 OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: 0 JOYSTICK: MOUSE:

CONTENT: EXPERIMENTS IN HUMAN PHYSIOLOGY is a middle grade-to-adult science package that uses the computer as a scientific data-gathering and display instrument. The package includes software and several peripheral attachments. An interface box (attached to joystick port) is used to connect temperature probes (2), a timer plug, and a light sensor for the various experiments outlined in the manual. The computer and peripherals are used to conduct experiments in: 1) Response Time Measurement, 2) Calibration, 3) Skin Temperature Measurement, 4) Respiration Rate Measurement, 5) Heart Rate Measurement, 6) Response Time Investigations 7) Homeostasis--Thermoregulation, 8) Psychological Stress--The Lie Detector, 9) Exercise Experiments, and 10) Biofeedback. Information is gathered from the various instruments or keyboard, and the data is analyzed and displayed in graph form.

STRENGTHS: This program is highly interactive and allows the user to practice the guidelines of scientific investigation. It can be used for individual instruction and is especially suited for group instruction. The experiments are well planned and can be conducted within the time limitations of a class schedule. The experiments are clearly directed by the manual and encourage further investigations.

WEAKNESSES: The 80-column card must be removed from the Apple IIe in order to run the program. The manipulation of the hardware (installing interface box and removing 80 column card) may be intimidating to novice users.

USES: This program can be used in middle, high school, and college science classes. It is designed to reinforce concepts that have already been introduced, but not for initial instruction. It is very well suited for large group instruction, but can be used by individuals as well.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: HRM offers a toll free number 800-431-2050 for technical assistance.

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12748 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Experiments in Science
PRODUCER: HRM COPYRIGHT: 1983
GRADE LEVEL: 7-12,A SUBJECT AREA: SC
MODE: SIM OTHER MODES:
TOPICS: Chemistry, physics, biology, earth sci PRICE: 269.00
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Lifetime disk software guarantee
PREVIEW POLICY: Firm order: 30-day full purchase refund
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: EXPERIMENTS IN SCIENCE is a middle grade to adult science package that uses the computer as a scientific data-gathering and display instrument. The package includes software and several peripheral attachments. An interface box (attached to joystick port) is used to connect temperature probes (2), a light, an LED light, a test tube holder, and a light sensor for the various experiments outlined in the manual. The computer and peripherals are used to conduct experiments in: 1) Cooling Curves, 2) Heat of Neutralization, 3) Chemical Reaction Rates, 4) Light Intensity, 5) Kinematics, 6) Light Energy Equivalence, 7) Heart Rate, 8) Response Time, 9) Flicker Fusion, 10) Insulation, 11) Evaporation and Humidity, and 12) Weather Stations. Information is gathered from the various instruments or keyboard, and the data is analyzed and displayed in graph form.

STRENGTHS: This program is highly interactive and allows the user to practice the guidelines of scientific investigation. It can be used for individual instruction and is especially suited for group instruction. The experiments are well-planned, can be conducted within the time limitations of a class schedule, and encourage further investigation. The directions for the experiments are easy to follow.

WEAKNESSES: The 80-column card must be removed from the Apple IIe in order to run the program. The manipulation of the hardware (installing interface box and removing 80-column card) may be intimidating to novice users.

USES: This program can be used in middle, high school, and college science classes. It is designed to reinforce concepts that have already been introduced, not for initial instruction. It is very well suited for large group instruction, but can be used by individuals as well.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: HRM offers a toll free number 800-431-2050 for technical assistance.

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: First Grade Reading Comprehension
PRODUCER: Intellectual COPYRIGHT: 1985
GRADE LEVEL: 1 SUBJECT AREA: LA
MODE: D/P OTHER MODES:
TOPICS: Reading comprehension PRICE: 65.00
MASTER DISKS: 2 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION: 1 workbook
BACKUP POLICY: $10.00 per disk
PREVIEW POLICY: 30-day, purchase order required
LAB PACK: No ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: No NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: FIRST GRADE READING COMPREHENSION provides drill and practice in reading comprehension for the average first grader. The package contains 2 disks, and each disk contains 10 lessons. Each lesson has 6-8 short passages with one comprehension question per passage. The questions and answers are presented in a multiple-choice format. The questions on disk two are more difficult than those on disk one. If an incorrect answer is chosen, the correct answer is highlighted. A ten-student management system is available at extra cost.

STRENGTHS: The program uses an appropriate level of vocabulary while presenting a variety of reading selections. The program provides immediate feedback. If the student response is incorrect, the correct response is highlighted on the screen. Students may exit the lesson at any time and see their scores in the version with management.

WEAKNESSES: The program lacks motivational features and has limited use. Teacher assistance would be required since the menu is not simple enough for a young student. When an incorrect key is depressed by accident, the response is counted as incorrect. There is no obvious response by the computer to indicate a correct response. The available management system is limited to 10 students.

USES: The program is recommended with reservations to develop comprehension skills in early reading classes.

RECOMMENDATION: Recommended with reservations

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Graphics Department
PRODUCER: Sensible Software COPYRIGHT: 1984
GRADE LEVEL: 6-12,A SUBJECT AREA: UP
MODE: P/S OTHER MODES:
TOPICS: Graphing PRICE: 125.00
MASTER DISKS: 3 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: N/A
PREVIEW POLICY: N/A
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS: N/A
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: The GRAPHICS DEPARTMENT is a multilevel utility program that can be used from elementary grades through adult education. It allows the user to input data and generate charts and graphs. It produces bar, pie, and line graphs; flowcharts; and column reports. For text, it offers over 41 different character styles in 5 sizes, 6 colors, and 5 different directions. Data can be saved in a file to be retrieved later. The graphics-tool option allows the user to draw ellipses, points, lines, and rectangles. It also allows the computer to be used as a "slide show" for presentations.

STRENGTHS: This program can be used in many subject areas from elementary to adult. It offers great flexibility in creating charts and graphs. The documentation is very good; it contains detailed information on handling problems, making transparencies, and using printer interfaces. The available lettering fonts in all possible sizes are listed and shown for comparison purposes in the documentation.

WEAKNESSES: For users that are unfamiliar with statistical procedures and media techniques, it will take time to gain a clear working knowledge of the program. Elementary and middle grade students will need teacher help in using this program. Not all aspects of the program can be used at all levels.

USES: This program can be used by elementary teachers to create graphs and charts for their lessons in math and social studies. With teacher help, upper elementary and middle students may use it to create their own graphs. High school, college, and adult education teachers and students can use this program for math (statistics), science, and social studies classes and projects.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Hangman
PRODUCER: NTS Software COPYRIGHT: 1979
GRADE LEVEL: 4-7 SUBJECT AREA: LA
MODE: D/P OTHER MODES:
TOPICS: Spelling PRICE: 25.00
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: No charge for multiple backups per site
PREVIEW POLICY: 30-day, sent with invoice
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: Yes NETWORK PRICE: Same
SERIES PRICE: 129.00 SERIES ITEMS: 5 pack
SERIES TITLE: Words are Fun, Set 2
LICENSING AGREEMENTS: By arrangement
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 32K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: X COMMODORE: X
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: HANGMAN is a middle grade game that provides practice in spelling and vocabulary. The package includes a program disk with two resident lists of fifty words each. A teacher may enter his/her own list. The game is displayed as a scaffold with a series of dashes below it. The dashes represent the number of letters that must be guessed in a word. The player attempts to guess the word by typing letters that may be contained in the word. If the typed letter is in the word, the letter appears in the appropriate location in the dashes. If the typed letter is not contained in the word, a part of a "hanged man" appears on the scaffold. The goal is to guess the word before the entire man appears.

STRENGTHS: The program is very easy to use and requires little or no teacher intervention. A teacher may enter a unique word list.

WEAKNESSES: The documentation is not adequate. A list of words resident in the disk is not provided. The program is extremely repetitive and could become boring if used too often.

USES: This program can be used by upper elementary, middle grade, and high school students. It is best suited for individual use, but may be used by small groups.

RECOMMENDATION: Recommended with reservations

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Health Awareness Games
PRODUCER: HRM COPYRIGHT: 1985
GRADE LEVEL: 7-12,A SUBJECT AREA: SC,HS
MODE: GA, TU OTHER MODES:
TOPICS: Heart disease, diet, exercise, smoking PRICE: 99.00
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: One included, lifetime guarantee on disk
PREVIEW POLICY: 30 days
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: X COMMODORE: X
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: HEALTH AWARENESS GAMES is a middle grade-to-adult health program that provides lessons in the areas of health, coronary risk, smoking, exercise and weight, life expectancy, and lifestyle. Based on keyboard input by the user, the program calculates the expected risk of heart attack within five years; determines reasons for smoking and ways to decrease smoking health risks; determines desirable body weight and caloric intake; and offers advise on life-style based on 35 questions.

STRENGTHS: The program offers automatic start-up, help screens, and is menu-driven. Active participation is required. The format is attractive and legible. It provides comparisons based on different values of a number of different variables. The program will use averages where the user does not know the answer to a question, such as his/her blood pressure.

WEAKNESSES: The statistics used are based on adult rather than student population. Adolescent age group cannot be used in calculations in all games. Program # 3 (Exercise and Weight) has some inaccuracies and inconsistencies (a 5'8'', 120-lb. female was analyzed by program #1 as having good weight, but in # 3 was told that she was 19 lbs. overweight). The user cannot back up or escape to the main menu until a section is completed.

USES: This program is most appropriate for adult population and older adolescents who have accurate information about their blood pressure and cholesterol value, plus the ability and interest to analyze and interpret the information. Although limited in classroom usefulness, it would be a good demonstration program for health fairs and parent programs.

RECOMMENDATION: Not recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

TITLE: Home Energy Savings
PRODUCER: HRM COPYRIGHT: 1984
GRADE LEVEL: 8-12,A SUBJECT AREA: SC
MODE: GA, SIM OTHER MODES:
TOPICS: Energy conservation in the home PRICE: 49.00
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: One included, lifetime disk guarantee
PREVIEW POLICY: 30-day
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: 239.00 SERIES ITEMS: N/A
SERIES TITLE: Project for an Energy Enriched Curr.
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: X COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: HOME ENERGY SAVINGS is a middle grade through adult game and problem-solving program on home energy conservation. The game is designed for 1 to 4 players where the players must make decisions concerning the expenditure of money on home improvements for energy conservation. The players are given the conditions of their homes and options on how to reduce their heating bills. The goal is to improve the home through the use of storm windows, insulation, oil furnace repairs, etc. The players must choose the improvements they wish to make and are then told whether the winter was severe or mild and how much their heating bills were. The one who saves the most money and has improved the house the most efficiently is the winner.

STRENGTHS: The directions are clear and easy to follow. Little or no teacher intervention is required. The information is factual and up to date. The documentation is adequate.

WEAKNESSES: Insufficient information provided before action is required. The user cannot return to a previous screen. The presentation format is boring and does not maintain user interest. There is no incorporation of graphics or sound. A "no action" response results in savings each year, whereas conservation measures often result in a deficit. There is no help menu and no easy exit.

USES: This program is not appropriate for elementary grade students as stated in the documentation. It is best suited for upper middle grade and high school students and adults. High school classes in Home Economics, Family Living, etc., could benefit from this program. Adult education and community education classes could also benefit.

RECOMMENDATION: Recommended with reservations

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Honors Algebra
PRODUCER: Intellectual COPYRIGHT: 1985
GRADE LEVEL: 9-12,A SUBJECT AREA: MA
MODE: D/P OTHER MODES:
TOPICS: Algebra PRICE: 39.95
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Optional purchase at $10/disk
PREVIEW POLICY: 30-day, for requests on letterhead
LAB PACK: Yes ITEMS IN LAB PACK: Small pack-5 disks, large-10+ disks
LAB PACK PRICE: Small-3x retail, large-50% discount
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: HONORS ALGEBRA is a high school-to-adult math program that provides drill-and-practice exercises in algebra skills, such as polynomials (addition, subtraction, division, and multiplication), numerical expression, and problem solving. The problems are divided into 4 volumes, each containing 20 drill-and-practice problems. After selecting the volume, the user must take a five-question pretest. After the pretest, the user has the option to continue with the problems or exit to the menu. The user must answer the problems correctly on the first attempt.

STRENGTHS: The level of difficulty is appropriate and can be adjusted. Tutorial help screens are available. The pace is user controlled, and lessons can be interrupted. The program is easy to use and requires little or no teacher intervention. Student reports can be printed in hard copy.

WEAKNESSES: The program is not self-booting. The format is very boring, especially for honors students. Some questions are repeated within a short span of time, regardless of response. There is no immediate reinforcement for incorrect responses. The documentation is inadequate.

USES: This program may be used by honors-level algebra students for drill and practice. It may be used for remediation in college and adult education programs.

RECOMMENDATION: Not recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Honors Geometry
PRODUCER: Intellectual COPYRIGHT: 1984
GRADE LEVEL: 9-12,A SUBJECT AREA: MA
MODE: D/P, TU OTHER MODES:
TOPICS: Circles, triangles, coordinate systems PRICE: 39.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Optional purchase at $10/disk
PREVIEW POLICY: 30-day, for requests on letterhead
LAB PACK: Yes ITEMS IN LAB PACK: Small pack-5 disks; large-10+ disks
LAB PACK PRICE: Small-3x retail, large-50% discount
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: No
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: HONORS GEOMETRY is a high school math program designed to provide drill and practice in the following areas: coordinate geometry, similar polygons, and circles. The user selects a topic from the menu. The program presents a 5-question pretest (multiple-choice) followed by a 2-part drill program of 20 questions (default number). There is a teacher management feature that records student scores. This option also allows the teacher to change the number of problems to be worked and the "pass through" grade for the pretest.

STRENGTHS: The level of difficulty is appropriate and can be adjusted. Tutorial help screens are available. The pace is user controlled, and lessons can be interrupted. The program is easy to use and requires little or no teacher intervention. Student reports can be printed in hard copy.

WEAKNESSES: The format is very boring, especially for honors students. Some questions are repeated within a short span of time, regardless of response. The feedback is not appropriate in that it gives the correct answer when a problem is missed, but does not give explanation or remediation. The content area for the program is too broad. The lack of illustrations hinders the user in working problems. The documentation is inadequate.

USES: This program may be used by honors-level geometry students for drill and practice. It may be used for remediation in college and adult education programs.

RECOMMENDATION: Not recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12748 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Le Vocabulaire Francaise
PRODUCER: Island Software COPYRIGHT: 1982
GRADE LEVEL: 7-12,A SUBJECT AREA: FL
MODE: D/P OTHER MODES:
TOPICS: French vocabulary PRICE: 80.00
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Available for 10 dollars (one only)
PREVIEW POLICY: 30-day with purchase order
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: 320.00 SERIES ITEMS: 4
SERIES TITLE: Foreign Language Series-French Version
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE: X
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: LE VOCABULAIRE FRANCAISE is a middle grade to high school foreign language program that offers drill-and-practice exercises in French vocabulary. The user chooses an activity from the menu. Each activity contains a set of vocabulary that must be identified by the user. The user may choose to see an English word and provide the French equivalent or may choose to see a French word and provide the English equivalent. The menu also offers an option for creating a new word list.

STRENGTHS: The program is very easy to run and requires little or no teacher intervention.

WEAKNESSES: The drills are boring and extremely slow. The word lists are elementary.

USES: This program may be used by middle grade to adult introductory language classes. It may be used by individuals or in small groups. Overuse may cause students to lose interest.

RECOMMENDATION: Not recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Light, Plants and Photosynthesis: Energy in Conversion
PRODUCER: IBM COPYRIGHT: 1985
GRADE LEVEL: 7-10 SUBJECT AREA: SC
MODE: TU OTHER MODES:
TOPICS: Photosynthesis PRICE: 52.00
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: N/A
BACKUP POLICY: One backup copy may be made
PREVIEW POLICY: None
LAB PACK: Yes ITEMS IN LAB PACK: 12 disks
LAB PACK PRICE: $236.00 -to qualified ed. institutions
NETWORK VERSION: Yes NETWORK PRICE: 312.00
SERIES PRICE: 1,040 SERIES ITEMS: 20
SERIES TITLE: Biology Series
LICENSING AGREEMENTS: On package
COMPUTER USED FOR REVIEW: IBM-PC,AT,XT,jr OPERATING SYSTEM: IBMDOS MEMORY: 128K
APPLE: IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS: PS/2 Family
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: R JOYSTICK: MOUSE:

CONTENT: LIGHT, PLANTS AND PHOTOSYNTHESIS: ENERGY IN CONVERSION uses tutorials, simulations, and quizzes to cover basic principles of photosynthesis. Tutorials briefly introduce the process of photosynthesis and characteristics of light (absorption and reflection). Simulations demonstrate how variables affect the amount of chlorophyll produced and which wavelengths of light trigger the photosynthesis process. Segment quizzes and a final quiz test the students' understanding of the material.

STRENGTHS: Excellent graphics featuring animation help explain concepts clearly and interestingly.

WEAKNESSES: There is no record keeping for test scores, so teachers cannot monitor student progress.

USES: The program can supplement laboratory experiments, provide review for individual students, and support classroom demonstrations.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: Specify diskette size.

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Logical Reasoning
PRODUCER: Intellectual Software/Queue COPYRIGHT: 1983
GRADE LEVEL: 10-12,A SUBJECT AREA: PS
MODE: P/S, TU OTHER MODES:
TOPICS: Logical reasoning skills PRICE: 65.00
MASTER DISKS: 2 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Available for 10 dollars per disk
PREVIEW POLICY: 30 day with purchase order
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: LOGICAL REASONING is a senior-level problem-solving program that provides practice in logical reasoning skills. The user is required to read a series of real-life situations and answer questions regarding these situations. The situations and questions are presented in the manual that accompanies the disk. The computer is used to enter the answers to the multiple-choice questions.

STRENGTHS: The user is provided with an explanation of correct and incorrect responses.

WEAKNESSES: The printed material is difficult to read, due to the very small print. The program is nothing more than an electronic scorecard. It does not teach logical reasoning. A piece of paper and the manual are all that are necessary.

USES: This program may be useful in a high school class dealing with decision making, e.g., psychology, consumer education.

RECOMMENDATION: Not recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

37
Duplication permitted only in entirety, citing Project SEED as source

TITLE: LOGO: Explore and Discover
PRODUCER: Continental Press COPYRIGHT: 1986
GRADE LEVEL: 2-6 SUBJECT AREA: CT
MODE: Other OTHER MODES: Kit
TOPICS: LOGO, programming PRICE: 139.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: See annotation
BACKUP POLICY: Backups supplied with original disks
PREVIEW POLICY: 30-day preview
LAB PACK: No ITEMS IN LAB PACK:
LAB PACK PRICE: N/A
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: DOS 3.3 MEMORY: 64K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: R JOYSTICK: MOUSE:

CONTENT: LOGO: EXPLORE AND DISCOVER includes information and activities to teach Logo commands and concepts. The complete program includes LEVELS A-E consisting of 5 student workbooks for each level, 12 challenge cards for each level, 6 posters, 3 angle finders for LEVELS A-C, 2 verification disks for LEVELS A and B, and a teacher's guide. Books A and B cover simple graphic primitives, Book C introduces writing, editing, and using procedures, Book D deals with coordinate commands, and Book E introduces variables and recursion. As each topic is presented, students are to practice using that topic by answering questions about the topic and writing programs to solve specific problems listed in the student workbook. Students check programs by entering them into the computer; at LEVELS A and B verification disks are provided for students to check the accuracy of their programs. Teacher's guide is extremely detailed, containing explicit lesson plans and student activities.

STRENGTHS: Student workbooks are easy to read and contain very structured activities, including many that can be done without access to a computer. The sequence of activities is well planned, increasing with difficulty at a moderate rate throughout the entire program.

WEAKNESSES: Teachers must be careful to actively pursue the "discovery" aspects of Logo since this approach is so structured. This is not a weakness of the program itself, but a possible result of an inexperienced teacher using the package in a narrow manner.

USES: The package is an excellent resource for relatively inexperienced teachers who wish to set up a structured Logo program for groups of students.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Math Enrichment: Number Puzzles
PRODUCER: JMH Software COPYRIGHT: 1986
GRADE LEVEL: K-3 SUBJECT AREA: MA
MODE: D/P OTHER MODES:
TOPICS: Number words, addition, subtraction PRICE: 39.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: One included
PREVIEW POLICY: 30-day with school purchase order
LAB PACK: Yes ITEMS IN LAB PACK: Up to 30
LAB PACK PRICE: 10.00 per disk
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: 199.75 SERIES ITEMS: N/A
SERIES TITLE: Math Enrichment (5 packages)
LICENSING AGREEMENTS: Call publisher
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE: X
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: P JOYSTICK: MOUSE:

CONTENTS: NUMBER PUZZLES is an early elementary math program designed to provide drill and practice in spelling of number words, addition, and subtraction. The main menu offers four games: (1) Number Machine, which offers practice in addition and subtraction; (2) Word Train, which offers practice in number words; (3) Missing Numbers, which offers practice in addition, subtraction, and reasoning; and (4) Code Buster, which offers practice in unscrambling math words, determining shapes, finding a missing number, and finding a coded word.

STRENGTHS: The program has automatic start-up and is menu-driven. An adequate number of exercises is provided. Progress reports are given after each activity. Immediate reinforcement and feedback is provided for correct and incorrect responses. Some of the activities require decision making and higher-order thinking. The game format is attractive to students.

WEAKNESSES: The user cannot easily escape from an activity. The content and format is too difficult for kindergarten and first grade students. Requiring two operations per game is confusing. The documentation is inadequate. Some screens are too cluttered, and the graphics are not well done.

USES: This program could be used, with a good deal of teacher help, by second and third grade students for math drill and practice.

RECOMMENDATION: Recommended with reservations

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12748 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety citing Project SEED as source

TITLE: Math Shop
PRODUCER: Scholastic COPYRIGHT: 1986
GRADE LEVEL: 6-9 SUBJECT AREA: MA
MODE: P/S, SIM OTHER MODES:
TOPICS: Decimals, percents, multiples, factors PRICE: 87.45
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: 1 included
PREVIEW POLICY: 30-day
LAB PACK: Yes ITEMS IN LAB PACK: 5 disks
LAB PACK PRICE: 124.95
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: APPLE IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 64K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: MATH SHOP is middle grade-to-high school math program designed to help students solve problems that arise in everyday life. The activities are based on computational skills needed in a shopping mall. The menu offers the choice of 10 shops. The user may select a shop, or the computer will randomly select one. Once in a shop, the user must apply specific math skills such as figuring proportions, fractions, measurement, addition, subtraction, and decimals in order to fill orders or pay for a service. Each shop offers a different format. For example, in the Boutique, the user must make change for the customer using as few coins as possible; in the Jewelry Store, the user must mix gold bars using decimal values to equal the specific amount of gold the customer needs.

STRENGTHS: This program offers a wide variety of subject matter and design. It is menu-driven and easy to run. Little or no teacher intervention is required. It offers good use of graphics and sound and provides adequate feedback. The activities are interesting and entertaining, yet require the user to make decisions and solve problems.

WEAKNESSES: The program requires the user to remove the disk and turn it over. This is time-consuming and reduces the life of the disk. It is difficult to distinguish the letter "S" from the number "5."

USES: This program is most appropriate for middle grade math classes, but can be used in high school math classes, such as consumer math, general math, or consumer education. It can also be used in adult education classes. It is best suited for individual work, but can be used in small groups.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: MECC Dataquest: The Presidents
PRODUCER: MECC COPYRIGHT: 1985
GRADE LEVEL: 7-12 SUBJECT AREA: SS
MODE: TU,P/S OTHER MODES: Database
TOPICS: U.S. presidents, managing information PRICE: 49.00
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Free with purchase
PREVIEW POLICY: 30-day
LAB PACK: Yes ITEMS IN LAB PACK: 5 disks
LAB PACK PRICE: 89.00
NETWORK VERSION: Yes NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: MECC Computing & Information Collection
LICENSING AGREEMENTS: MECC Membership
COMPUTER USED FOR REVIEW: Apple IIe, IIc OPERATING SYSTEM: N/A MEMORY: 64K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: MECC DATAQUEST: THE PRESIDENTS is a menu-driven program designed to teach students strategies for using electronic technology to process information. The program contains a file on each of the 40 American presidents, with data ranging from election results to key legislation and including information about his personal life. The program allows multiple categories to be involved simultaneously in the search and collection process. Objectives for the program include clearly defining a search question, obtaining data from a computerized database, comparing and contrasting like information, and developing hypotheses. The program also provides for storage and printing of selected data.

STRENGTHS: The program is menu-driven, has optional sound, allows easy escape to menu at any point, and requires very little teacher assistance. On-screen directions are clear and easy to follow. The manual provides a step-by-step guide to use of the database, including a complete description of the program as well as suggested activities and handouts. Report retrieval provides the option of saving the results of database searches to be reviewed and compared later. The printer may be used to print reports of questions asked.

WEAKNESSES: The program really needs formal teacher introduction. Reaction time at certain points is slow, and at least one content error was identified.

USES: Recommended for grades 7 through 12, for individual, small, or large group use. While the program can be handled by students at all levels with appropriate instructor applications, average and above average students will require minimal teacher input. It lends itself to a computer lab setting with one or two students per computer. Two students would appear to be ideal since they could discuss their search strategies. Once students understand the use of the program, it could also be a good media center resource. The most effective use might be during an election year and/or for the basis of special projects on presidents in U.S. History, U.S. Government, or Civics. It is also recommended for use with groups such as Academic Bowl teams who deal with isolated trivia.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: MicroSpeedRead
PRODUCER: CBS Software COPYRIGHT: 1984
GRADE LEVEL: 10-12,A SUBJECT AREA: LA
MODE: CMI, D/P OTHER MODES:
TOPICS: Reading comprehension, speed reading PRICE: 109.95
MASTER DISKS: 4 BACKUPS: 4 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Backup disks are included
PREVIEW POLICY: 30-day on approval (official pur. order)
LAB PACK: Yes ITEMS IN LAB PACK: 5 disks
LAB PACK PRICE: 219.90
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: Contact publish
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: MICROSPEEDREAD is a high school to adult reading program designed to increase reading speed 3 to 4 times. The package consists of 4 disks and a manual. The main menu of the program offers the user an introductory lesson on speedreading, a reading speed assessment, and several activities that are designed to increase reading speed. In order to complete some of the activities, the user reads passages from the manual and uses the computer as a timing device. Comprehension checks are provided at the end of each lesson.

STRENGTHS: The activities are user-paced. Exercises can be repeated. User scores are recorded and saved. The program requires little or no teacher intervention.

WEAKNESSES: The directions on disk one are not clear. The user cannot easily escape from activities. There is no instructional value in terms of content.

USES: This program may be used by anyone with a 10th grade or above reading level who wishes to increase his/her reading speed. Teachers may not find this an appropriate program for classroom use, but may want to suggest that slower readers practice on their own time.

RECOMMENDATION: Not recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: MICROTYPE: The Wonderful World of Paws
PRODUCER: South-Western Publishing Co. COPYRIGHT: 1985
GRADE LEVEL: 3-6 SUBJECT AREA: BV
MODE: D/P OTHER MODES:
TOPICS: Keyboarding PRICE: 59.95
MASTER DISKS: 2 BACKUPS: 2 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Text $9.50
BACKUP POLICY: Included with original diskette
PREVIEW POLICY: 30-day
LAB PACK: Yes ITEMS IN LAB PACK: Lab-5 disks, class-10, school-20
LAB PACK PRICE: Lab $317.25,Class $574.60,School $909.40
NETWORK VERSION: Yes NETWORK PRICE: 449.50
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: 150 + 6.50 each
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE: X
MAC: IBM PC: X TANDY 1000: X OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: MICROTYPE: THE WONDERFUL WORLD OF PAWS contains sixteen sequentially organized lessons that introduce keyboarding on a microcomputer and help young students develop moderate speed (21 words-per-minute) and accuracy. Paws, an animated cat graphic, leads, encourages, and challenges users throughout the lessons as they practice letters of the alphabet, numerals, shift keys, punctuation marks, control keys, and symbols. After ending a lesson, users may view and print a progress report, which includes the date, student's name, and highest words-a-minute scored from the speed or game sections. The guide explains operating techniques, describes the record keeping, gives an overview of lesson content, and provides reproducible forms for recording students' keyboarding techniques.

STRENGTHS: Animated outlines of fingers superimposed over an on-screen keyboard provide distinct models easy for youngsters to follow when learning to reach new keys. Paws' antics and activities delight and motivate users. The program reinforces important typing techniques, such as posture, finger and wrist position, eye movement, and striking keys with a quick touch.

WEAKNESSES: Student progress records are not saved so they must be printed or manually copied at the end of lesson. Paragraph indentation is not covered. There is no mention of adjusting gross words-a-minute, so the words-a-minute reflects keyboarding errors.

USES: Upper elementary students benefit by working through this program before they begin to use word processors. Those using computers for other purposes also find helpful the keyboard familiarity these drills provide. Any keyboard novice can learn from this program, but the limited number and variety of drills, as well as the Paws theme, make it most appropriate in the elementary grades.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: Packs come in 3 levels. A lab pack consists of 5 original copies of the program, 5 back-up copies, and 5 books. The class pack has 10 of each, and the school pack 20 of each. A color monitor is needed for use with the IBM versions.

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Mission Control Word Games
PRODUCER: Gamco COPYRIGHT: 1985
GRADE LEVEL: 4-6 SUBJECT AREA: LA
MODE: D/P OTHER MODES:
TOPICS: Homonyms, antonyms, synonyms PRICE: 44.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $10.00 when purchased with program
PREVIEW POLICY: 30-day
LAB PACK: Yes ITEMS IN LAB PACK: 10 disks
LAB PACK PRICE: 164.95
NETWORK VERSION: Yes NETWORK PRICE: 164.95
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: X COMMODORE: X
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: MISSION CONTROL WORD GAMES presents three word games giving students practice matching homonyms, antonyms, and synonyms. "Black Hole Homonyms" requires students to complete sentences by choosing the correct words from pairs of homonyms that flash on the screen. In "Asteroid Antonyms," students match antonym word pairs; in "Star Ship Synonyms," users match synonym pairs. In each game, two lists of words containing up to twenty word pairs, are displayed vertically on a cartoon-style control panel. When each game is finished the screen displays a report of the percentage of matches completed on the first attempt. A teachers' report contains student's name, which game was played, number of word pairs in the game, number of times a student tried to match the pairs, and the percentage of matches made correctly on the first try. A program management menu allows teachers to modify the program to suit students' needs. Teachers may omit sound, change the number of pairs presented in a game, adjust the speed of presentation, and add up to four new word lists to the antonym and synonym drills. Word lists that come with the game cannot be changed. A short guide concentrates on the management sections of the program.

STRENGTHS: Entering new word pair lists is relatively easy and provides variety for two of the games. Teachers may reinforce studies of spelling lists or language arts lessons by entering class vocabulary lists, when applicable. Colorful screen, control panel, and final score add a game-like dimension to exercises that are essentially didactic.

WEAKNESSES: The program requires a considerable degree of hand-eye coordination to match word pairs. The homonym exercise does not allow teachers to create word lists and content sentences. The colorful game area and program title lead users to expect some use of the space theme for motivation or reinforcement; however, the game screen never changes.

USES: The program provides reinforcement for studies of homonyms, antonyms, and synonyms. Teachers can help students increase their vocabularies by providing some unfamiliar words in "Asteroid Antonyms" and "Star Ship Synonyms."

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12748 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Money
PRODUCER: Gamco COPYRIGHT: 1985
GRADE LEVEL: 3-6 SUBJECT AREA: MA
MODE: D/P OTHER MODES:
TOPICS: Money, making change PRICE: 44.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: 10.00 when purchased with program
PREVIEW POLICY: 30-day
LAB PACK: Yes ITEMS IN LAB PACK: 10
LAB PACK PRICE: 164.95
NETWORK VERSION: Yes NETWORK PRICE: 164.95
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: N/A
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: X COMMODORE: X
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: P JOYSTICK: MOUSE:

CONTENT: MONEY is an elementary drill-and-practice software package that gives students practice in four areas: 1) counting money, 2) deciding whether the total amount available is greater or less than a stated amount, 3) selecting the fewest number of coins and/or dollar bills to equal the given value, and 4) calculating the amount of money left after spending a specified amount. The students may select any one of four difficulty levels. Students who score a certain percentage of correct answers have the option of playing a reward, arcade-type game called "Blackbeard's Ghost." A teacher management section is available.

STRENGTHS: The software contains an easy-to-use student management section, which enables the teacher to display, print, or delete the student files on the disk. The student file holds up to 200 students. The teacher is able to control the sound, the number of questions, the accessibility of the reward game, and the criteria needed to be able to play the reward game. The problems are given in random order, and immediate feedback is given to the student. The student controls the pace. After three incorrect responses, the correct answer is displayed, and students must enter it. On-screen instructions are provided.

WEAKNESSES: A great deal of reading is required on some frames, which may be a problem for younger students. There is too much wait time when entering the program and searching for a lesson. The program does not allow the student to escape until the lesson is completed. The software does not use branching techniques within a level. The program gives the correct answer, but does not explain how to determine the answer. The reward game, "Blackbeard's Ghost," has no real educational value.

USES: This program could be used best with second through sixth graders individually or in small groups who have been taught the basic information about the denominations of money and coins used in the United States.

RECOMMENDATION: Recommended with reservations

PRODUCER'S COMMENT: The new version of MONEY allows students to escape at any time, and the wait time for entering the program is 13 seconds.

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Muppet Word Book
PRODUCER: Sunburst COPYRIGHT: 1986
GRADE LEVEL: K-1 SUBJECT AREA: PR
MODE: D/P, PS, GA OTHER MODES:
TOPICS: Pre-reading, alphabet PRICE: 65.00
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Picture cards
BACKUP POLICY: One included
PREVIEW POLICY: 30-day loan
LAB PACK: Yes ITEMS IN LAB PACK: 10 disks
LAB PACK PRICE: 195.00
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: ProDos MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER: Muppet Learning Keys
2ND DISK DRIVE: TOUCH SCREEN: O PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE: O

CONTENT: MUPPET WORD BOOK is an early childhood language arts program that offers practice and problem-solving activities to help develop or enhance understanding of the alphabet and letter sounds. From the menu, the user may choose activities that include practice in discriminating alphabet letters, matching lower case to upper case letters, selecting initial consonant sounds, matching pictures with beginning sounds, repetition, rhyme and rhythm, reading vocabulary, word families, recognizing conventions, and matching endings with consonants. These concepts are incorporated into five entertaining letter games. A slate-style word processor especially designed for children is used to manipulate pictures on the screen.

STRENGTHS: This program is highly visual, colorful, and entertaining. The use of the Muppet characters is very motivational to young children. Each game has precomputer and computer activities. Many of the lessons can be used in a group setting, and the teacher can select options for each game. The lessons require active participation and decision making by the user. The directions are clear and concise, and there is on-line help with good reinforcement.

WEAKNESSES: There is no way to control sound. No examples are given to test the user's understanding before beginning the activities. The writing slate in Muppet Words selection is too small.

USES: This program is appropriate for prekindergarten and kindergarten students. It could also be used in first grade with slow students. This program can be used by individuals or groups. Some prior knowledge of alphabet and sounds is needed.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: The sound can be controlled by using the teacher option Control-T.

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Number Theory
PRODUCER: JMH Software COPYRIGHT: 1986
GRADE LEVEL: 6-9 SUBJECT AREA: MA
MODE: TU, D/P OTHER MODES:
TOPICS: Prime & composite numbers, factorization PRICE: 49.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: One included
PREVIEW POLICY: 30-day, with school purchase order
LAB PACK: Yes ITEMS IN LAB PACK: Up to 30
LAB PACK PRICE: 10.00 per disk
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: 899.10 SERIES ITEMS: 18 pac
SERIES TITLE: Pre-algebra
LICENSING AGREEMENTS: Call publisher
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE: X
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: P JOYSTICK: MOUSE:

CONTENT: NUMBER THEORY is a middle grade math program that offers prealgebra students practice in number concepts, especially those related to factorization. The menu offers the following choices: Identifying Prime and Composite numbers, Building Factor Trees, Finding Greatest Common Factor and Least Common Multiple, Using Divisibility Tests, and Extracting Square Roots. The lessons provide information and practice questions.

STRENGTHS: The program offers automatic start-up, is easy to follow, and requires little or no teacher intervention. Help is available by way of related examples. There are ample practice problems.

WEAKNESSES: The format is very boring. No sound nor graphics are used. Option three allows for a student to memorize the answer to questions rather than understand the concept. Some problems require pencil and paper for calculation before answering the question on the computer.

USES: This program may be used in the middle grades and lower high school grades for reinforcement and practice in number theory. This is most appropriate for prealgebra and algebra classes. It is best suited for individual work. The program should not be overused, as students could get bored with it quickly.

RECOMMENDATION: Recommended with reservations

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Our Weird and Wacky World: Critical Reading Program
PRODUCER: Educational Activities COPYRIGHT: 1981
GRADE LEVEL: 2-4 SUBJECT AREA: LA
MODE: CAI, D/P OTHER MODES:
TOPICS: Critical reading PRICE: 59.95
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Activity sheets
BACKUP POLICY: Free backups available, but not included
PREVIEW POLICY: 30-day
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: Yes NETWORK PRICE: 3x orig
SERIES PRICE: 99.95 SERIES ITEMS: 2
SERIES TITLE: Our Weird and Wacky World - DK Weird
LICENSING AGREEMENTS: No
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: X COMMODORE: X
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS: Pet, Atari
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: OUR WEIRD AND WACKY WORLD: CRITICAL READING PROGRAM is an elementary reading program designed to promote skill development in critical reading. The user is presented with true stories taken from newspaper articles and rewritten in a readable format--levels 3.0 and 4.0. At the end of each story, the user is given practice in identifing words missing from sentences taken from the story and in using thinking skills to complete sentences about the story.

STRENGTHS: The user is given practice using the cloze format and exercising inferential thinking. The stories pertain to real life and are motivating. Directions are clear, and little teacher intervention is necessary. Follow-up worksheets are provided in the manual.

WEAKNESSES: Sound is not optional. Errors cannot be corrected.

USES: This program is appropriate for advanced and average students in grades 3 and 4 and for remedial students in grades 5 through 7. It is best suited for individual use.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Our Weird and Wacky World: Literal Comprehension Program
PRODUCER: Educational Activities COPYRIGHT: 1981
GRADE LEVEL: 3-9 SUBJECT AREA: LA
MODE: CAI, D/P OTHER MODES:
TOPICS: Reading comprehension PRICE: 59.00
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Activity sheets
BACKUP POLICY: Free backups available, but not included
PREVIEW POLICY: 30-day
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: Yes NETWORK PRICE: 3x orig
SERIES PRICE: 99.95 SERIES ITEMS: 2
SERIES TITLE: Our Weird and Wacky World - DK Weird
LICENSING AGREEMENTS: No
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: IBM PCjr: TRS-80 MODEL 4: X COMMODORE: X
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS: Pet, Atari
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: OUR WEIRD AND WACKY WORLD: LITERAL COMPREHENSION PROGRAM is an elementary-to-middle grade reading program designed to promote skill development in the key areas of vocabulary development, language usage, and literal comprehension. The program offers a series of newspaper articles that have been rewritten at a difficulty level of 3.0 and 4.0. Each story is followed by skill exercises that offer practice in completing sentences taken from the stories.

STRENGTHS: The stories offer variety and provide motivation. Immediate feedback is provided. Worksheets are provided in the manual. Little or no teacher intervention is required. The user is provided with a summary of correct responses.

WEAKNESSES: Sound is not optional. Errors cannot be corrected. In some of the vocabulary exercises, the context clues are not appropriate, therefore encouraging guessing.

USES: This program is appropriate for use in grades 3 and 4 for regular students and in grades 5 through 9 for remediation. It is best suited for individual use.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Passive Transport: Diffusion and Osmosis
PRODUCER: IBM COPYRIGHT: 1985
GRADE LEVEL: 10-12 SUBJECT AREA: SC
MODE: TU,SIM OTHER MODES:
TOPICS: Diffusion PRICE: 52.00
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: N/A
BACKUP POLICY: One backup copy may be made
PREVIEW POLICY: None
LAB PACK: Yes ITEMS IN LAB PACK: 12 disks
LAB PACK PRICE: $236.00 to qualified institutions
NETWORK VERSION: Yes NETWORK PRICE: 312.00
SERIES PRICE: 1,040 SERIES ITEMS: 20
SERIES TITLE: Biology Series
LICENSING AGREEMENTS: On package
COMPUTER USED FOR REVIEW: IBM-PC,AT,XT,jr OPERATING SYSTEM: IBMDOS MEMORY: 128K
APPLE: IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS: PS/2 Family
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: R JOYSTICK: MOUSE:

CONTENT: PASSIVE TRANSPORT: DIFFUSION AND OSMOSIS provides simulations of experiments and animated graphics to demonstrate the major principles of diffusion. The principle of osmosis is applied to explain plasmolysis, plasmoptysis, equilibrium, and turgor pressure. Topics covered are the Process of Diffusion, Transport Through a Membrane, Equilibrium and Osmosis, and Osmosis and the Cell. Each segment presents information, proposes an experiment, asks student to predict outcomes, reviews points by asking fill-in-the-blank questions, and tests student's recall.

STRENGTHS: The program features excellent graphics and animation. Students are asked to predict outcome of experiments and are actively involved in reading and analyzing graphs and responding to questions.

WEAKNESSES: The program does not keep records of student progress for later review by the teacher.

USES: The program can be used to provide individualized instruction to students who need extra time to study these topics. The program can also be used as a follow-up or reinforcement for lab exercises.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: Specific diskette size.

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Planetary Construction Set
PRODUCER: Sunburst COPYRIGHT: 1986
GRADE LEVEL: 8-12,A SUBJECT AREA: SC
MODE: P/S, SIM, TU OTHER MODES:
TOPICS: Astronomy, physics, biology PRICE: 65.00
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: One included
PREVIEW POLICY: 30-day loan
LAB PACK: Yes ITEMS IN LAB PACK: 10 disks
LAB PACK PRICE: 195.00
NETWORK VERSION: Yes NETWORK PRICE: 177.00
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: PLANETARY CONSTRUCTION SET is a middle grade-through-adult simulation program that combines astronomy, physics, and biology with the scientific processes of experimentation, measurement, and classification. The program is in four levels: two are tutorial, and two are "mission" (problem-solving) levels. The user discovers and experiments with effects on the planets in the solar system and utilizes the scientific method to create a planet with a suitable environment for particular creatures described by the program.

STRENGTHS: The program offers automatic start-up and is menu-driven. Little or no teacher intervention is required. Adequate review is provided for the activity.

WEAKNESSES: There are no examples offered to the user. The activities can be time-consuming.

USES: This program is best suited for middle school earth science students, but can be used in any middle grade or high school science class to teach the scientific method. It could also be used in adult education classes and remedial college science courses.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Poster
PRODUCER: Scholastic COPYRIGHT: 1984
GRADE LEVEL: 4-8 SUBJECT AREA: UP
MODE: SIM OTHER MODES:
TOPICS: Graphic design PRICE: 37.45
MASTER DISKS: 2 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: One included
PREVIEW POLICY: 30-day, returned in resellable condition
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: No
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE: X
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: POSTER is an elementary to middle grade graphics design program that allows the user to create and print out graphics. The program is designed around an "authoring" language similar to LOGO. When the user selects to work with Poster, the screen becomes an electronic drawing board. Th user controls the "brush" (cursor) by entering simple commands. For example, "L10" would cause the brush to move across the screen by 10 units, leaving a "brush stroke" behind. The user can select from several different colors and can choose both background and brush- stroke colors.

STRENGTHS: The program is easy to use and requires little or no teacher intervention. It stimulates creativity in the young user. The package is very affordable.

WEAKNESSES: The language is very limited and is similar to very early forms of LOGO. It is outdated by many other graphic design programs and languages.

USES: This program could be used by elementary students, but is too low level for middle grade students. It is best suited for individual use. The low price makes this package affordable for classroom use.

RECOMMENDATION: Recommended with reservations

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Presidential Decisions of Andrew Jackson
PRODUCER: B5 Software COPYRIGHT: 1986
GRADE LEVEL: 7-12 SUBJECT AREA: SS
MODE: SIM,GA,P/S,TU,CMI OTHER MODES:
TOPICS: Am hist, decision-making, critical think PRICE: 31.95
MASTER DISKS: 1 BACKUPS: N/A GUIDE/MANUAL: N/A
OTHER DOCUMENTATION: N/A
BACKUP POLICY: Backup for archives
PREVIEW POLICY: None direct;local dealer may obtain demo
LAB PACK: No ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: 63.90 SERIES ITEMS: 2
SERIES TITLE: Presidential Decisions
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple IIc,IIe,enhanc OPERATING SYSTEM: DOS 3.3 MEMORY: 64K
APPLE: X IBM PCjr: TRS-80 MODEL 4: X COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS: Tandy Color
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: PRESIDENTIAL DECISIONS OF ANDREW JACKSON uses a simulation/problem-solving format to present ten issues associated with the presidency of Jackson. The object is for the user to make the same decision for each issue as that made by Jackson. The issue is introduced, and the user has options such as reading newspaper articles, looking at the historical development of the issue, or reviewing quotes from presidential associates and contemporaries. The computer determines when the issue must be decided, and the user selects from four choices the one he/she thinks Jackson made. At any time, the user can obtain an analysis of his selections in relation to those of Jackson, and points are awarded based on the closeness of his/her responses to those actually made by Jackson.

STRENGTHS: The program is menu-driven and requires little teacher intervention due to easy-to-follow instructions. Sound and color are used effectively, the information is factually accurate, and language and terminology are used correctly. Decisions may be selected in random order, and the game can be ended at any time. Good feedback is provided in summary, and advice is given to help improve one's score. Point possibilities (50 points if decision matches that of Jackson, 40 even if decision is not that of the president) provide for game/competition effect. Manual is small and concise, providing hints for effective use, objectives, and loading data.

WEAKNESSES: A great deal of reading is required, and the amount of type on the screen at any time may discourage students who have reading difficulties. A good knowledge of the ten issues presented is needed prior to use of the program.

USES: This program is recommended for use with average and above average American History classes. It can be used for either individual or group work, although it is better with two or more students. As long as the specific issues involved are within the grasp of the users, the grade level is not critical, and it can be used effectively as introduction, supplement or review. The program provides a good opportunity for group decision making, as well as a vehicle for improving critical-thinking skills.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Quiz Grid: Biology
PRODUCER: HRM COPYRIGHT: 1986
GRADE LEVEL: 10-12,A SUBJECT AREA: SC
MODE: GA, D/P OTHER MODES:
TOPICS: Biology PRICE: 69.00
MASTER DISKS: 2 BACKUPS: 2 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: 1 set (2) included
PREVIEW POLICY: 30-day free preview
LAB PACK: Yes ITEMS IN LAB PACK: 10 disks
LAB PACK PRICE: 207.00
NETWORK VERSION: Yes NETWORK PRICE: 207.00
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS: N/A
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: R TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: QUIZ GRID: BIOLOGY is a high school biology quiz game that reinforces concepts in the areas of ecology, genetics, the cell, living things, and the human body. The package consists of a Teacher Master Disk that allows the teacher to create and edit quiz questions and a Student Master Disk that contains preprogrammed quizzes. A quiz game may be played by 1 or 2 players. The screen game board is a grid, and players fill the grid by supplying correct answers to questions that appear on the screen. There can be up to 19 levels of difficulty.

STRENGTHS: The student disks are easy to use and require little or no teacher intervention. The user may proceed at his/her own pace. An automatic explanation code is provided when a player answers incorrectly. The teacher disk allows the teacher to modify and create quiz questions. There are varying levels of difficulty.

WEAKNESSES: The documentation does not provide a clear explanation of the complexity of the different levels. The program does not allow the player to answer with any variation of the computer's preprogrammed answers. The screen display for some characters is not clear.

USES: This program may be used in a high school or college biology class for reinforcement of concepts that have already been introduced. It may be used by an individual, two students, or two pairs of students. It could also be used with a large-screen monitor for team competition.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: The program includes a teacher text editing ability which allows the teacher not only to input new and different questions, but to change the answer specifications.

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Quiz Grid: Chemistry
PRODUCER: HRM COPYRIGHT: 1986
GRADE LEVEL: 9-12,A SUBJECT AREA: SC
MODE: GA, D/P OTHER MODES:
TOPICS: Chemistry PRICE: 69.00
MASTER DISKS: 2 BACKUPS: 2 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: 1 set (2) included
PREVIEW POLICY: 30-day free preview
LAB PACK: Yes ITEMS IN LAB PACK: 10 disks
LAB PACK PRICE: 207.00
NETWORK VERSION: Yes NETWORK PRICE: 207.00
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS: N/A
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: R TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: QUIZ GRID: CHEMISTRY is a high school chemistry quiz game that reinforces concepts in the areas of elements, compounds, history of chemistry, periodic properties, and odds and ends. The package consists of a Teacher Master Disk that allows the teacher to create and edit quiz questions and a Student Master Disk that contains preprogrammed quizzes. A quiz game may be played by 1 or 2 players. The screen game board is a grid, and players fill the grid by supplying correct answers to questions that appear on the screen. There can be up to 19 levels of difficulty.

STRENGTHS: The student disks are easy to use and require little or no teacher intervention. The user may proceed at his/her own pace. An automatic explanation code is provided when a player answers incorrectly. The teacher disk allows the teacher to modify and create quiz questions. There are varying levels of difficulty.

WEAKNESSES: The documentation does not provide a clear explanation of the complexity of the different levels. The program does not allow the player to answer with any variation of the computer's preprogrammed answers. The screen display for some characters is not clear. Questions are not randomly selected for presentation to the user.

USES: This program may be used in a high school or low-level college chemistry class for reinforcement of concepts that have already been introduced. It may be used by an individual, two students, or two pairs of students. It could also be used with a large-screen monitor for team competition.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: The program includes a teacher text editing ability which allows the teacher not only to input new and different questions, but to change the answer specifications.

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Reading Comprehension
PRODUCER: Houghton Mifflin Educ. Software Div COPYRIGHT: 1984
GRADE LEVEL: 3-8 SUBJECT AREA: LA
MODE: D/P OTHER MODES:
TOPICS: Literal,Interpretive,Eval. Comprehension PRICE: 225.00
MASTER DISKS: 13 BACKUPS: 13 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Record forms
BACKUP POLICY: Supplied with program
PREVIEW POLICY: 30-day, with purchase order
LAB PACK: Yes ITEMS IN LAB PACK: 10 copies of each master disk
LAB PACK PRICE: 519.00
NETWORK VERSION: Yes NETWORK PRICE: 675.00
SERIES PRICE: 798.00 SERIES ITEMS: 4
SERIES TITLE: Microcourse: Reading
LICENSING AGREEMENTS: No
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: Apple MEMORY: 64K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: X OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: R GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: READING COMPREHENSION is a drill-and-practice program consisting of 66 skills in 3 reading comprehension areas: literal, interpretive, and evaluative. The user enters his/her name, selects an assigned skill, and then has the option of starting with a pretest, practice, or posttest segment of the skill. The scores for each completed segment are displayed so that the user may copy them into a Progress Record. More practice is suggested if the user does not score 80% or better on the posttest.

STRENGTHS: The program is easy to use and thus requires little teacher intervention. It is menu-driven with easy access, and exit, has controllable pace, and provides clear, concise directions.

WEAKNESSES: The program does not give the user feedback that explains why an answer is wrong. Tests are taken until they are passed. The print is small, and highlighted print is difficult to read. Records of progress are kept on paper. The choice of graphics is limited, and the same graphic selection appears after every question.

USES: This program may be used for remedial practice or for reinforcement of reading skills in elementary-through-adult education programs.

RECOMMENDATION: Recommended with reservations

PRODUCER'S COMMENT: The use of "graphics" is optional and should only be considered for elementary grades for reinforcement of successfully completed exercises.

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Reading the Facts
PRODUCER: Media Materials COPYRIGHT: 1984
GRADE LEVEL: 5-9 SUBJECT AREA: LA
MODE: D/P OTHER MODES:
TOPICS: Reading comprehension PRICE: 39.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Activity sheets
BACKUP POLICY: 20.00
PREVIEW POLICY: 30-day
LAB PACK: N/A ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: Yes NETWORK PRICE: 79.90
SERIES PRICE: 199.75 SERIES ITEMS: 5
SERIES TITLE: Reading Comprehension I
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: X COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: READING THE FACTS is a drill-and-practice program that provides instruction on reading comprehension skills, including fact and opinion, sequence, comparison, inference, and categorizing. The user selects a lesson from the menu. Each lesson contains a short tutorial followed by 10 drill-and-practice questions. Results are given after each lesson. The package includes 1 disk and workbooks for additional practice.

STRENGTHS: This program is menu-driven and easy to use. The directions are clear and concise and easy to follow. Little teacher intervention is needed. The user controls the pace and receives immediate feedback. Follow-up activities are provided in the guide.

WEAKNESSES: The program lacks motivation devices such as graphics, color, and sound. There is no way to store student responses and no supplementary record-keeping materials.

USES: This program can be used to reinforce reading comprehension skills by individuals or in small groups. Since the reading level is 2.5, it is suggested that it be used for remedial purposes in fourth grade or higher.

RECOMMENDATION: Recommended with reservations

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: RoboMath
PRODUCER: Mindplay COPYRIGHT: 1986
GRADE LEVEL: 3-9 SUBJECT AREA: MA
MODE: D/P,GA OTHER MODES:
TOPICS: Multiplication and division PRICE: 49.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 2
OTHER DOCUMENTATION:
BACKUP POLICY: Included in school version
PREVIEW POLICY: 30-day
LAB PACK: Yes ITEMS IN LAB PACK: 6 disk minimum
LAB PACK PRICE: $20.00 per disk
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES: O
COLOR MONITOR: O JOYSTICK: O MOUSE: O

CONTENT: ROBOMATH provides an arcade-game format within which students practice multiplication and division of whole numbers and decimals. Students are easily captivated by the highly entertaining game aspect, so the teacher must define appropriately challenging parameters to emphasize math skills. The teacher sets the number of problems that will appear in a game; whether problems will be multiplication, division, or a mix of both; whether problems will require regrouping; how many digits will be in a problem (up to eight); how many times a student will be allowed to try for a correct answer; and a variety of game options. The game consists of answering math questions in order to stem a tide of "Trashbots" who are attempting to litter the computer's screen.

STRENGTHS: The program is challenging and fun to play, and properly defined problems enhance students' math skills. The program's flexibility and numerous options make it adaptable for a wide range of ability levels.

WEAKNESSES: Easy access to option menus makes it possible for students to adjust the difficulty level of the problems or to reduce the number of problems presented, thus seriously compromising the instructional quality of a game.

USES: As with many arcade-style drill-and-practice programs, there is a distinct possibility that students will concentrate more on playing the game than on working the math problems. This game toes the fine line between motivating students and letting them waste time; the teacher's selection of options and supervision of students' computer time will make the difference. With careful planning by the teacher, ROBOMATH is a motivating drill-and-practice program to be played by individuals or pairs of students.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Run for President
PRODUCER: World Book COPYRIGHT: 1985
GRADE LEVEL: 4-8 SUBJECT AREA: SS
MODE: GA,SIM,D/P,TU OTHER MODES:
TOPICS: Geography, citizenship PRICE: 39.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Help Card
BACKUP POLICY: On request
PREVIEW POLICY: 30 days
LAB PACK: No ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe,IIc OPERATING SYSTEM: DOS 3.3 MEMORY: 64K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: R JOYSTICK: MOUSE:

CONTENT: RUN FOR PRESIDENT is a menu-driven simulation/game for one or two players. The package includes one disk and a guide with additional geography and history activities. There are three stages of difficulty on the disk (whistle stop, convention, and primary) that players must successfully complete in order to qualify as a presidential candidate. Players advance from one stage to another by answering questions about the capital, major cities, industries, famous features, and famous sites of individual states. Each player wins electoral votes by answering questions correctly.

STRENGTHS: The easy-to-use program is menu-driven with optional sound and adjustable speed. Review, help, and rules are available during play, and the game can be interrupted and saved and restarted later. The information is factually accurate, and the program requires active participation and decision making and provides immediate feedback. The ideas for additional activities are well designed and interesting. The program doesn't require typing skills.

WEAKNESSES: The program does not record correct and incorrect responses, and there is no record of the questions mastered by the players. Explanations from the Help Card and the Main Menu do not provide help that works in all situations. The campaign stage of the game is too long for younger children. The questions in the first stage are not very challenging and in general could be more difficult as the game progresses.

USES: The program is appropriate for students in grades four through six and for remedial students in grades seven and eight. It can be used by an individual, by a small group, or by an entire class divided into two teams. It can reinforce concepts already taught or present new concepts and can be used for enrichment as well as follow-up.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: SAT Exam Preparation Series
PRODUCER: Krell Software COPYRIGHT: 1985
GRADE LEVEL: 10-12,A SUBJECT AREA: Other
MODE: CMI, SIM, CAI, D/P,TU OTHER MODES:
TOPICS: Math, verbal, grammar PRICE: 299.95
MASTER DISKS: BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Grammar manual
BACKUP POLICY: 25.00/disk after 30-day period
PREVIEW POLICY: Call for information
LAB PACK: Yes ITEMS IN LAB PACK: Call for information
LAB PACK PRICE: Call for information
NETWORK VERSION: Yes NETWORK PRICE: Call
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: Call publisher
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: Dos 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: X COMMODORE: X
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS: Atari,Kaypro
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: The SAT EXAM PREPARATION SERIES is a high school-to-adult program that provides tutorial and drill-and-practice activities aimed towards preparing the user to take the College Board SAT exam. The package contains 6 disks offering math, grammar, and verbal skills that are presented in the same format as the written College Board SAT exams. The activities are scored just as the SAT exams are scored, and tutorials are provided in all areas.

STRENGTHS: This program provides for individualized instruction and practice, in that it automatically adjusts to the level of the user. The questions are randomly selected. Tutorial help is provided. The content covers the topics and concepts found on the SAT exam. The user is provided a score immediately after completing an activity. The program is easy to use and requires little teacher intervention.

WEAKNESSES: The manual is very weak and offers little instruction.

USES: This program is best suited for individual use by high school and adult students preparing for the SAT exam.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Science Tool Kit: Master Module
PRODUCER: Broderbund COPYRIGHT: 1985
GRADE LEVEL: 4-12 SUBJECT AREA: SC
MODE: UP,SIM OTHER MODES:
TOPICS: Temperature and light PRICE: 59.95
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: None stated
PREVIEW POLICY: None stated
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: N/A MEMORY: 64K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: The program and peripherals of the SCIENCE TOOLKIT: MASTER MODULE use the computer as an instrument for conducting scientific experiments. The temperature probe (thermister) and light probe (photocell) are connected to the computer with the interface box. When experimenters place the probes in various situations, an on-screen thermometer or light meter displays the results for temperatures from 10 to 140 degrees Fahrenheit or light up to 500 footcandles. The space bar or probe can activate an on-screen timer, which producers claim will track experiments from .01 seconds to 99 hours. An on-screen strip chart records measurements of either probe for up to 24 hours. This chart may also be saved onto a data disk for later reference, and numeric data may be printed in a list form. The 127-page, spiral manual explains how to operate the program and equipment and provides directions, lists of supplies, and summations for 27 experiments. Experiments are divided among four clusters focusing on plant growth, chemical energy, light and color, and motion. An early unit in the guide shows students how to organize their work space and how to record their data for efficient analysis.

STRENGTHS: Students can easily implement the experiments outlined in the guide. Many of the necessary supplies are common household items that require little or no modification. Safety precautions and good work habits are emphasized throughout the directions. Throughout the first half of the guide, marginal notes amplify the text with scientific and historical explanations.

WEAKNESSES: The guide does not clearly explain that users must recall a strip chart from the storage disk to the screen before printing it. If one tries to print without this step, the program comes to a dead halt.

USES: The program is an excellent aid for instructors conducting classroom demonstrations. Older students may complete experiments independently as lab assignments. Science enthusiasts will use the kit as a springboard for their own applications beyond the suggested experiments.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12748 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Sensible Speller
PRODUCER: Sensible Software COPYRIGHT: 1983
GRADE LEVEL: 4-12,A SUBJECT AREA: UP
MODE: Utility OTHER MODES:
TOPICS: Spelling checker PRICE: 125.00
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: One included
PREVIEW POLICY: N/A
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe w/ProDos OPERATING SYSTEM: ProDos MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS: w/ProDos
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: R TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: SENSIBLE SPELLER is a multilevel utility that allows the user to check the spelling of text created in certain word processing programs. The user calls up a text file, and the program reads each word, makes a list of unique words, points out words that are not a part of the accompanying dictionary, and allows the user to edit the file.

STRENGTHS: This program is very easy to use; it allows the user to edit a text file without having to go back into the word processing program from which it was originally created. The dictionary can be edited to contain special words and names. It can be used by students and adults.

WEAKNESSES: It is not compatible with all word processors.

USES: This program may be used by upper elementary, middle grade, and high school students to edit papers for any number of subjects. Teachers will find this program very useful in editing letters, tests, reports, etc. It is very appropriate for college students and adult education classes.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12748 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Sentence Structure: Skills Building Adventures
PRODUCER: SVE (Society for Visual Education) COPYRIGHT: 1083
GRADE LEVEL: 4-12 SUBJECT AREA: LA
MODE: TU,CMI,D/P OTHER MODES:
TOPICS: Parts of sentences PRICE: 239.00
MASTER DISKS: 6 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION: 36 skill sheets
BACKUP POLICY: $10/disk if purchased at time of order
PREVIEW POLICY: 30-day, with purchase order number
LAB PACK: No ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: No NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: N/A
LICENSING AGREEMENTS: 800-621-1900
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: SENTENCE STRUCTURE is a 6-disk tutorial program that provides instruction on the following topics: Sentence Sense, Subjects and Predicates, Verbs and Complements, Sentence Patterns, Clauses, and Verbals. Each disk has an interactive tutorial, practice questions, and tests to measure mastery of the lesson objectives. Student performance on the lesson tests is recorded by a teacher management system. A teacher's manual includes black-line master skill sheets, a content correlation chart, and a program summary.

STRENGTHS: This menu-driven program is easy to use with automatic start-up. Little or no teacher intervention is required. Instructions are clear, concise, and easy to follow. Excellent graphics and sound maintain students' interest. The program contains an excellent management system that allows the teacher to set mastery percentage, control sound, and prepare class files.

WEAKNESSES: The program's instructions begin with the statement, "Whenever you are done reading a screen...," which is inappropriate terminology for a language arts program. The game, which is considered a reward for attaining mastery, is boring. The program documentation suggests the optional use of a color monitor. However, a color monitor is essential to achieve the fullest use of the graphics in the program.

USES: This program is intended for students in grades 6-8, but can also be used at the high school level for basic instruction and review. The program is also appropriate for advanced students in grades 4-5.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Sir Isaac Newton's Games
PRODUCER: Sunburst COPYRIGHT: 1986
GRADE LEVEL: 4-12,A SUBJECT AREA: SC
MODE: GA OTHER MODES:
TOPICS: Laws of motion PRICE: 65.00
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: One included
PREVIEW POLICY: 30-day loan
LAB PACK: Yes ITEMS IN LAB PACK: 10 disks
LAB PACK PRICE: 195.00
NETWORK VERSION: Yes NETWORK PRICE: 177.00
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER: Color graphics card
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: SIR ISAAC NEWTON'S GAMES is a multilevel science program designed to introduce the user to Newton's laws of motion through games. The main menu offers the user a choice of five games. The user selects an activity and applies Newton's laws by using the computer keyboard to manipulate a lighted object on the screen. The user must make decisions concerning the movement of the object on earth, around the sun, or in space. The five activities cover frictional forces, applied forces, velocity, application of force, and acceleration.

STRENGTHS: The program is menu-driven and easy to use. The level of difficulty is controlled by the user. Appropriate feedback is provided when the student wins, and there is a review feature.

WEAKNESSES: The user must have a good working knowledge of Newton's laws in order to fully apply and understand the program. Screen directions are inadequate. Instructions for all games are grouped together under one heading and must be called up by selection from the menu. The movement of the object on the screen is too complicated, and the arena of action as displayed on the screen is inappropriately small, resulting in difficulty discerning the effect of applied forces on the object. Because the action stops after the result of applied force is displayed, the game fails to provide sufficient movement to capture the user's interest. Inappropriate feedback is given when the user loses a game, e.g., "YOU LOSE." The graphics are too simple for a game format.

USES: This program could possibly be used with gifted middle grade students or in high school physical science classes after they have been thoroughly introduced to Newton's laws.

RECOMMENDATION: Not recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Social Studies Fact Finder: (Junior High)
PRODUCER: HRM COPYRIGHT: 1986
GRADE LEVEL: 6-12 SUBJECT AREA: SS
MODE: OTHER MODES: Database
TOPICS: US history, gov't, sociology, economics PRICE: 99.00
MASTER DISKS: 2 BACKUPS: N/A GUIDE/MANUAL: 3 Guides
OTHER DOCUMENTATION: 3 Sets ActCards
BACKUP POLICY: Replaced free on return of damaged disks
PREVIEW POLICY: 30-day free preview
LAB PACK: No ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: No
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: R GRAPHICS PAD: PRINTER: R OTHER: pfs:File
2ND DISK DRIVE: X TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: SOCIAL STUDIES FACT FINDER: A DATA BASE TOOL (JUNIOR HIGH) is a two disk, menu-driven database designed to run on pfs:File which contains over 4000 entries about the 50 states. The first disk contains information about the states including demography, economy, education, environment, family, politics, poverty, and urbanization. The second disk contains information on working America, including employment, labor unions, major industries, occupations, and unemployment. The objectives of the program are to help the junior high school user become familiar with pfs:File, as well as to help users begin to formulate questions, pose tentative answers, search the database to check correctness of answers, and formulate new questions based on previous information. The program includes a teacher's guide and three sets of activity cards.

STRENGTHS: The program has automatic start-up, it is menu-driven, and the ESCAPE key always returns the user to the main menu. Help and instructions are given throughout the program. The teacher's guide is excellent, with explanations of activities and worksheets that may be copied for students. Activity cards are clear and easy to follow and help train the user in the use of a computer database. All activities are sequential, each building on the preceding one.

WEAKNESSES: Although one evaluator noted no weaknesses, others felt that the necessity of securing a copy of pfs:File and learning to use it might be discouraging to both teacher and student. The "great mass of material to read and understand" before using the program was also cited as a weakness. A great deal of teacher help will be needed until students are thoroughly familiar with pfs:File.

USES: This program can be used in Social Studies classes dealing with U.S. history, U.S. government, sociology, or economics in 6th - 10th grades, or possibily higher, by individuals, small groups, or the entire class. It could also be used in mathematics in a statistics course. It can be used to teach students how to access a database, as the basis for a research project, to teach basic information about the states and America's working force, or in a study skills class.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Social Studies Fact Finder: (Senior High)
PRODUCER: HRM COPYRIGHT: 1986
GRADE LEVEL: 9-12,A SUBJECT AREA: SS
MODE: P/S, D/P OTHER MODES: Database
TOPICS: 50 States, economics, U.S. employment PRICE: 99.00
MASTER DISKS: 2 BACKUPS: N/A GUIDE/MANUAL: 3 Guides
OTHER DOCUMENTATION: 3 sets ActCards
BACKUP POLICY: Replaced free on return of damaged disks
PREVIEW POLICY: 30-day free preview
LAB PACK: No ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: No
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: R GRAPHICS PAD: PRINTER: R OTHER: pfs:File
2ND DISK DRIVE: R TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: SOCIAL STUDIES FACT FINDER: A DATA BASE TOOL (SR. HIGH) contains two data disks (for use with pfs:File) that provide information on the 50 states and on working America. Student activity cards promote the development of strategies for posing questions, searching for related data, classifying located information, and explaining what was found. The package also contains a teacher's guide with student worksheets.

STRENGTHS: Directions, in guides and on-screen, are clear and easy to follow, and every item included in the package is thorough and concise. Each data disk comes in both DOS 3.3 and ProDOS formats. Documentation is thorough and includes activity cards and worksheets for student use and lesson plan suggestions for teacher use. Database files are rich with information. Documentation includes supplements for ProDos version and includes notes on routine use of pfs:File.

WEAKNESSES: Pfs:File is required to access data disk information; it is not included with the program. Pfs:File is not suitable for all students in the grade range suggested for use. Data files contain dated information (1981-82).

USES: This set of data disks would be useful in an exploratory environment in which posing questions and searching for information is a primary goal. Information on data disks is appropriate for courses that involve states and/or changes in America's work place or for research work or comparison studies on states and the U.S. working population on the topics included.

RECOMMENDATION: Recommended with reservations

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Space Journey
PRODUCER: Mindscape COPYRIGHT: 1985
GRADE LEVEL: 4-6 SUBJECT AREA: MA
MODE: D/P,GA OTHER MODES:
TOPICS: Decimals, fractions, whole numbers, % PRICE: 9.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL:
OTHER DOCUMENTATION:
BACKUP POLICY:
PREVIEW POLICY: None
LAB PACK: No ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: No NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS: None stated
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE: X
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: P JOYSTICK: MOUSE:

CONTENT: SPACE JOURNEY is a simple drill-and-practice program presented in a game format focusing on converting decimals, fractions, and whole numbers to percents and percents to decimals. After correctly answering a problem, students get to maneuver a space ship into position to destroy meteors or to land the space ship on a planet. Speed in entering an answer is a factor in successfully completing a journey before a meteor destroys the space ship.

STRENGTHS: The program's game format provides challenging and enjoyable alternatives to essential exercises.

WEAKNESSES: The program has no record keeping to help teachers assess students' progress. There are no help sequences for students having trouble solving a set of problems. To assure a variety of problems at a specific level, the program should be reloaded between sessions.

USES: The program is an excellent device for helping students independently develop quick, automatic recognition of basic math facts. SPACE JOURNEY is suited for practice sessions after the material and format have been introduced by the teacher.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12748 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Steps to Comprehension
PRODUCER: Educational Publishing Concepts COPYRIGHT: 1984
GRADE LEVEL: 4-6 SUBJECT AREA: LA
MODE: TU OTHER MODES:
TOPICS: Reading comprehension PRICE: 245.00
MASTER DISKS: 8 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Activity sheets
BACKUP POLICY: 1 set may be purchased for $80.00
PREVIEW POLICY: 30-day review upon request
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: Yes NETWORK PRICE: 490.00
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: Contact publish
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE: X
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS: Atari 800
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: STEPS TO COMPREHENSION is a tutorial program for use with elementary and middle school students. It is a set of 90 comprehension exercises written for levels of difficulty ranging from late first grade through eighth grade. The menu offers the user a selection of stories. After making the story selection, the user is presented the story in short sections. The user must read the story section and then answer questions about the story. Both literal and inferential questions are used. Beginning with the third grade level, some of the stories employ a modified version of the cloze procedure. In these stories, the user is required to supply part of or all of a missing word. This technique stresses the use of context, especially the context that follows an unknown word. A management feature allows the teacher to enter the students' names, and the program will determine when each student should advance to the next level.

STRENGTHS: The management system allows for individualization. The program spans a wide range of grades and ability levels. There are good review and help features. The format is well structured and appropriately paced.

WEAKNESSES: The graphics are weak. The story codes may be confusing if students complete more than one story during the session. When the user fails to respond "yes" when asked if he/she wants to read a story, the master disk must be reloaded before the student can continue with a lesson.

USES: This program is appropriate for supplementary reading in grades 2 through 8. It is best suited for individual students, but could be used in a group setting.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Success with Reading
PRODUCER: Scholastic COPYRIGHT: 1985
GRADE LEVEL: 3-6 SUBJECT AREA: LA
MODE: DP OTHER MODES:
TOPICS: Reading PRICE: 79.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Six books
BACKUP POLICY: Provided in package
PREVIEW POLICY: 30-day
LAB PACK: No ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: 179.00 SERIES ITEMS: 4
SERIES TITLE: Additional grade level packages
LICENSING AGREEMENTS: Not available
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: N/A MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE: X
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: SUCCESS WITH READING provides practice in cloze procedure by requiring students to use context clues, vocabulary knowledge, and creative thinking. Individual, grade-specific data disks come prepared with six stories. Students select a title from the list of stories on an assigned data disk. Existing stories are six pages/screens long and appear on the screen with blank spaces in lieu of some letters or words. Users follow a moving arrow to decode words and fill in the appropriate letters. The program accepts only correct letters. After a few seconds (teachers can adjust the time), dots slowly begin to create the letter until it is formed--after which the student must type it in correctly before moving on. An optional student record-keeping system tracks student performance and controls students' entry into the program. Teachers can review student records by viewing on the screen or printing out their stories with the number of times a mistake was made printed directly below the letter missed. Teachers and students have the option of creating their own stories.

STRENGTHS: The wide variety of program features and the option to create and edit new exercises permits teachers to customize stories and presentation for individuals or groups. From printouts of students' work, teachers can pinpoint their areas of difficulty. Excellent documentation helps teachers take complete advantage of the program's features. Students who master a lesson can freely follow their own interest by reading the accompanying paperbacks.

WEAKNESSES: No significant weaknesses were found by the reviewers.

USES: After an introduction to the program, students can work independently on the drills. Since teachers can create their own text, there is no limit to the possibilities for developing original activities to strengthen students' reading and writing skills, such as foreign language drill, vocabulary lessons, synonym-antonym review, and punctuation practice. Cloze procedure is a suitable technique for testing and for remedial instruction.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Supreme Court Decision
PRODUCER: Intellectual COPYRIGHT: 1986
GRADE LEVEL: 9-12,A SUBJECT AREA: SS
MODE: P/S,SIM,GA,TU OTHER MODES:
TOPICS: Legislative system, judicial process PRICE: 79.95
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: N/A
BACKUP POLICY: $10/disk at anytime
PREVIEW POLICY: 30-day, for request on letterhead
LAB PACK: Yes ITEMS IN LAB PACK: Small: 5 disks; Large: 10 or more copies
LAB PACK PRICE: Small: 3 x retail; Large 50% discount
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: Not available
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE: X
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: O GRAPHICS PAD: O PRINTER: O OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: O PADDLES: O
COLOR MONITOR: O JOYSTICK: O MOUSE: O

CONTENT: SUPREME COURT DECISION is a menu-driven simulation and problem-solving game on one disk that allows the user to gain an understanding of the U.S. judicial process. The program acquaints the user with judicial terms and with the process of appealing cases from lower courts all the way to the Supreme Court. The user assumes the role of either a criminal or civil lawyer who tries to take his/her case to the U.S. Supreme Court by advising the client correctly. Each time the user makes a logical choice, he/she wins points. At the end of the game, the user is admitted to the Intellectual Software Hall of Fame to see the top 40 scores and to see whether or not his/her score is among them.

STRENGTHS: This program is menu-driven, has automatic start-up, and can be interrupted and saved. Little or no teacher intervention is required, and directions are clear and concise. The information is factually accurate, and language and terminology are correct. Good use is made of the branching capabilities of the computer. The user has the option of trying the case as either a civil or criminal lawyer. Points are won for logical decisions, and the player is informed of points won immediately after the decision. If the decision is considered "not logical," the player is informed as to why. Top 40 scores are shown in the Hall of Fame at the end of each game.

WEAKNESSES: There is too much reading, no graphics, and no supplementary materials. Some choices for decisions are so obvious that no decision making is involved. The end of the game is signaled by a screen filled with meaningless graphics.

USES: Program can be used in either high school or college classes by one player, a small group, or even an entire class. It would be useful for government classes with a unit on the judicial process and is most effective if used at the end of the unit after terms are understood. Program is more effective if repeated.

RECOMMENDATION: Recommended with reservations

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12748 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety citing Project SEED as source

TITLE: Teeth
PRODUCER: Intellectual Software/Queue COPYRIGHT: 1984
GRADE LEVEL: 3-6 SUBJECT AREA: SC,HS
MODE: TU OTHER MODES:
TOPICS: Teeth PRICE: 49.95
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: 6 study cards
BACKUP POLICY: Optional purchase at 10 dollars/disk
PREVIEW POLICY: 30-day with purchase order
LAB PACK: Yes ITEMS IN LAB PACK: Small-5 disks; Large-10 or more disks
LAB PACK PRICE: Small-3 x retail; large-50% discount
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: TEETH is an elementary science/health tutorial designed to introduce the subject of animals' skulls and teeth and human teeth, including dental care. There are four lessons provided on the main menu: (1) Animal Teeth and Diet, (2) Your Own Teeth, (3) Care of Your Teeth, and (4) Review Quiz. The user is expected to read introductory material, examine the provided study cards, and choose correct answers to 99 different questions.

STRENGTHS: This program offers automatic start-up, is menu-driven, and has controllable pace. The user is provided with immediate feedback for incorrect responses and a running score representing the percentage of correct answers to number of questions attempted.

WEAKNESSES: The vocabulary is MUCH too difficult for elementary students, and some of the answer choices are ridiculous for middle grade students. Although the program guide states that the program is designed to be used as supplemental material, not as primary instruction, many questions assume an extraordinary level of insight or prior knowledge. There are no provisions for review. In addition, answering 99 questions with little or no reinforcement is dull and boring. The documentation is inadequate.

USES: The program guide describes the intended users as belonging to grades 3 through 6, although it states that junior high and high school students interested in zoological anatomy or dental health would benefit from the program. However, extensive background material would have to be presented by the teacher in order for elementary students to benefit from the program without becoming frustrated.

RECOMMENDATION: Not recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Test Taker's Edge: Social Studies
PRODUCER: Sunburst COPYRIGHT: 1986
GRADE LEVEL: 4-12 SUBJECT AREA: SS,Other
MODE: D/P OTHER MODES:
TOPICS: Test taking, vocabulary PRICE: 75.00
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: 1 study guide
BACKUP POLICY: Backup included
PREVIEW POLICY: 30-day loan
LAB PACK: No ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: PRO DOS MEMORY: 64K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: TEST TAKER'S EDGE: SOCIAL STUDIES is a menu-driven program consisting of program disks for vocabulary and social studies (1986). The program is designed to provide practice in test-taking techniques for matching, true/false, multiple-choice and completion tests. User options include taking a test; creating a file; editing a file; making a data disk; and deleting, renaming, copying, or printing information. The user can create his own test or use information on the disk.

STRENGTHS: This menu-driven program has automatic start-up, a "back-up" feature using the ESC key, consistent screen layout, and good pacing. Scores are given at the end of each test with an option for retake. The teacher can create and edit lists for use by students. Documentation includes tips on test taking and a set of directions for student use.

WEAKNESSES: This program is difficult to get started and is text only with no graphics support. No helpful feedback for wrong answers, only "Incorrect." For it to be really useful, thorough instruction on the word lists included would be needed.

USES: The program could be used by individuals, small groups. or an entire class and could be appropriate for remedial students in grades 7-9. Most useful for those students who truly desire practice in taking one of the types of test included.

RECOMMENDATION: Not recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12748 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Test Taker's Edge: Vocabulary
PRODUCER: Sunburst COPYRIGHT: 1986
GRADE LEVEL: 5-12 SUBJECT AREA: UP
MODE: D/P OTHER MODES:
TOPICS: Test taking PRICE: 75.00
MASTER DISKS: 2 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Backup included
PREVIEW POLICY: 30 day loan
LAB PACK: No ITEMS IN LAB PACK:
LAB PACK PRICE: N/A
NETWORK VERSION: NO NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: ProDOS MEMORY: 64K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: With TEST TAKER'S EDGE: VOCABULARY, students prepare for tests by systematically narrowing down the information they review instead of continuing to review information they have already mastered. The program also helps reduce students' test anxiety by familiarizing them with the four most common standardized test formats: matching, true/false, multiple-choice, and completion. All tests are based on pairs of related words, e.g., antonyms, homonyms. Students choose a word list, then select the specific items they want to study, and finally determine the form of test they want to use. At this point, the program assumes self-motivation on the part of the user and leaves the burden of planning a study session up to the individual student. Scores are displayed after each test, and students always have the option of retaking a test either in the same form or in another. Students or teachers can create original lists of word pairs, but must restrict each word to twelve characters.

STRENGTHS: The option of letting students select the material to study gives them valuable experience setting priorities for their study time, and the four test formats give them important contextual reinforcement. Multiple loading is particularly useful in computer lab settings, and the ease with which new disks can be created makes the program adaptable to any subject.

WEAKNESSES: The program has limited application since it can be used only to review paired word lists. In the matching tests, incorrectly matched items must be rematched, and correctly matched items are removed from the screen, leaving only a correct pair at the end. This program design encourages guessing, rather than learning. The program contains no record-keeping and management options to help teachers direct those students lacking in self-motivation.

USES: TEST TAKER'S EDGE permits students to review objective data in the form used in many norm-referenced test, and repeated use should aid in reducing students' test anxiety. The package is suitable for individualized review either by students studying on their own or in a lab setting.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Time Line: Ancient History
PRODUCER: Intellectual COPYRIGHT: 1984
GRADE LEVEL: 7-12,A SUBJECT AREA: SS
MODE: OTHER MODES: Database
TOPICS: Ancient history, reading comprehension PRICE: 49.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Optional purchase at $10/disk anytime
PREVIEW POLICY: 30 days to requests on letterhead
LAB PACK: Yes ITEMS IN LAB PACK: Small: 5 disks; Large 10 or more disks
LAB PACK PRICE: Small: 3 x retail; Large at 50% discount
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: Time Line Series
LICENSING AGREEMENTS: Not available
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: O GRAPHICS PAD: O PRINTER: O OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: O PADDLES: O
COLOR MONITOR: O JOYSTICK: O MOUSE: O

CONTENT: TIME LINE: ANCIENT HISTORY, one of five programs in the Time Lines Series, mimics a database utility, and is composed of three menu-driven routines (graphing time lines; searching for names, dates, and time periods; and a quiz). The primary objective is to locate and sequence major historical events.

STRENGTHS: The program is menu-driven with automatic start-up, and directions are generally clear. Right and wrong answers on the quiz are explained. Items in the database are grouped to make searching faster. There is a 1-800 number for trouble or problems with the disk.

WEAKNESSES: Documentation is very limited and contains no lesson plan information or student worksheets. User directions on the screen are not clear. There are no help features available and no sound or graphics to increase interest. There is no practical instructional purpose. A thorough knowledge of persons, events and dates is almost a prerequisite, and good keyboarding skills are required. The program "bombed" while dealing with a total listing during a search. Material cannot be printed.

USES: This program could best be utilized by upper level junior high and high school students with a real knowledge and understanding of chronology. They also need to be good spellers in order to gain access to the names and events requested. This particular program's usefulness would be in the area of historical research, if it is to be useful at all.

RECOMMENDATION: Not recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Time Line: Biblical
PRODUCER: Intellectual COPYRIGHT: 1984
GRADE LEVEL: 6-12,A SUBJECT AREA: SS
MODE: OTHER MODES: Database
TOPICS: History during Biblical times PRICE: 21.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: optional purchase at $10/disk anytime
PREVIEW POLICY: 30-day, for requests on letterhead
LAB PACK: Yes ITEMS IN LAB PACK: Small: 5 disks; Large: 10 or more disks
LAB PACK PRICE: Small: 3 x retail; Large: 50% discount
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: Time Line
LICENSING AGREEMENTS: Not available
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: O GRAPHICS PAD: O PRINTER: O OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: O PADDLES: O
COLOR MONITOR: O JOYSTICK: O MOUSE: O

CONTENT: TIME LINE: BIBLICAL, one of five programs in the Time Line Series, is designed to help students understand the time relationship of historical lines and events. It consists of three programs: a graphing program, which displays the time lines of up to seven events simultaneously; a search program, which searches the name/date file for a particular name or date or lists entries for a particular time period; and a quiz program that gives 12 multiple-choice or true/false questions relating to the time frame in which events occurred.

STRENGTHS: Directions for use are clearly stated, and the program is easy to use. Scores are reported for each group of 12 questions and for the total number of questions answered.

WEAKNESSES: Instructions are too complicated, and teacher follow-up is necessary. Search of entire file is slow. There are errors in the stored data (e.g., David, 1030 BC to 960 BC; Samuel, 1000 BC to 0 AD), and the content deals primarily with Biblical events and persons. The graphing program does not give easily read visual pictures.

USES: This program can be used by an individual or with small groups and is appropriate for high school social studies classes. Could be used as a tool in a Biblical history course for those interested in learning to do research.

RECOMMENDATION: Recommended with reservations

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

TITLE: Time Line: U.S. History
PRODUCER: Intellectual COPYRIGHT: 1984
GRADE LEVEL: 6-12,A SUBJECT AREA: SS
MODE: OTHER MODES: Database
TOPICS: U.S. history PRICE: 49.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Optional purchase at $10/disk anytime
PREVIEW POLICY: 30-day, for requests on letterhead
LAB PACK: Yes ITEMS IN LAB PACK: Small: 5 disks; Large: 10 or more disks
LAB PACK PRICE: Small: 3 x retail; Large: 50% discount
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: Time Line
LICENSING AGREEMENTS: Not available
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: O GRAPHICS PAD: O PRINTER: O OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: O PADDLES: O
COLOR MONITOR: O JOYSTICK: O MOUSE: O

CONTENT: TIME LINE: U.S. HISTORY, one of five programs in the Time Lines Series, is a menu-driven program consisting of one disk, containing three programs: 1) the graphing program, which is capable of displaying up to seven events or lives at one time; 2) the database search program, which searches the files for particular names, dates, or events; and 3) the quiz program, which is made up of true/false and multiple-choice questions based on names, dates, and events randomly chosen from the file. Each quiz has 12 questions, although the user may opt for more questions if desired. A score is kept for each quiz and for an overall score.

STRENGTHS: The program has automatic start-up, is menu-driven, and is legible. There are on-screen directions for each of the three programs, and directions are clear. Quizzes are good, and positive feedback is provided for answers.

WEAKNESSES: There are no student manual or instructional activity sheets to use with the program. Teacher's manual is very limited in instructions, and directions for graphing program are very unclear. Program is very slow in searching. There are content errors/misspelled words, and the items must be entered exactly as they appear in the program (spelling, punctuation, and spacing).

USES: The program can be used by an individual, a small group, or a large group. It could be used to encourage further study of a time period, life, or event, or as an aid in mastering names and dates as a framework for understanding history. Users could include upper level junior high students (with a good grasp of chronology) through adult users.

RECOMMENDATION: Recommended with reservations

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Time Line: World History
PRODUCER: Intellectual COPYRIGHT: 1984
GRADE LEVEL: 6-12,A SUBJECT AREA: SS
MODE: OTHER MODES: Database
TOPICS: Historical lives and events (from BC) PRICE: 49.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Optional purchase $10/disk anytime
PREVIEW POLICY: 30-day, for requests on letterhead
LAB PACK: Yes ITEMS IN LAB PACK: Small: 5 disks; Large: 10 or more disks
LAB PACK PRICE: Small: 3 x retail; Large: 50% discount
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: Time Line
LICENSING AGREEMENTS: Not available
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: O GRAPHICS PAD: O PRINTER: O OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: O PADDLES: O
COLOR MONITOR: O JOYSTICK: O MOUSE: O

CONTENT: TIME LINE: WORLD HISTORY is a single disk, menu-driven, database program, which presents 350+ entries consisting of names, dates, and events. The program graphically illustrates up to seven names or events on a time line and searches for a name or event through a variety of categories. There is also a quiz of 12 randomly selected items. A score and the number of correct responses are displayed at the end of each quiz section. The primary purpose of this program is to help users understand the relationship between persons and events, both past and present.

STRENGTHS: The program has automatic start-up, is menu-driven, offers help and instructions, and requires little teacher intervention. The user can exit the program at any time and return to the main menu.

WEAKNESSES: Instructions are long and cannot be accessed for each section individually. The search feature is very slow and time-consuming, and, once a search is begun, there is no way to exit until the search is completed. Too much material is covered on the quizzes, and it is not possible to have a quiz cover a specific time period. There is no print-out, nor is there a means of record keeping. Print on the instructions is small and difficult to read, and there is no use of color or sound.

USES: This program could be used by high school students studying databases or perhaps by students of world history. It may serve as a springboard for further study of a particular time period or could help students master names, events, and dates.

RECOMMENDATION: Recommended with reservations

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Treasure Island
PRODUCER: Classics on Computer COPYRIGHT: 1985
GRADE LEVEL: N/A SUBJECT AREA: LA
MODE: D/P,GA OTHER MODES:
TOPICS: Literature PRICE: 39.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: None
PREVIEW POLICY: None
LAB PACK: No ITEMS IN LAB PACK:
LAB PACK PRICE: N/A
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: TREASURE ISLAND combines short reading passages with a game to encourage reluctant readers to become familiar with the Robert Louis Stevenson classic. The game is played by reading a series of sentences and short paragraphs, which appear below an on-screen game board or on separate screens. To advance across the game board, which uses line drawings and stick figures to represent characters and events from the story, students must answer comprehension questions. If users miss a question, the reading passage is presented again. Students are given three opportunities to correctly answer each of the three-choice multiple-choice questions. Students choose from two levels of difficulty. The more difficult level substitutes words such as "exhausted" for "used up," "considerable" for "great," and "plateau" for "flat area." Students may "save" a game by stopping at one of four widely separate points. The program allows users to restart the game at one of these four points.

STRENGTHS: Not applicable

WEAKNESSES: TREASURE ISLAND fails in its primary purpose of providing more motivation to read than could a printed version of the story. The program does not provide graphics to illustrate the story beyond primitive stick figures featured on the game board. Reading screen after screen of text or small windows below the unchanging game board will quickly bore students. There is no attempt to cover the readings in a comprehensive manner. The reading comprehension questions test students on one section of reading, sometimes out of several reading selections. The program moves very slowly. Each reading segment, even if it is only two lines of text, is displayed for a minimum of twelve seconds before users are allowed to move forward. Most readers will find this rate very tedious, and their attention will wander before the next segment appears.

USES: This program does not do the job of presenting the story of Treasure Island to reluctant readers as well as an illustrated or summarized version can. Considering the price of the program, a better use for the money would be multiple copies of an abbreviated or high/low version of the book or a filmstrip version with teacher-planned follow-up activities.

RECOMMENDATION: Not recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Vectors and Graphing
PRODUCER: Cross Educational Software COPYRIGHT: 1981
GRADE LEVEL: 11-12,A SUBJECT AREA: SC
MODE: D/P OTHER MODES:
TOPICS: Physics, vectors PRICE: 15.00
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Make one for archival purposes
PREVIEW POLICY: 30-day
LAB PACK: ITEMS IN LAB PACK: 6
LAB PACK PRICE: 30.00
NETWORK VERSION: Yes NETWORK PRICE: 30.00
SERIES PRICE: 260.00 SERIES ITEMS: 12
SERIES TITLE: General Physics Series
LICENSING AGREEMENTS: Individual
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: X OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: VECTORS AND GRAPHING is a drill-and-practice software package that deals with vector relationships in physics. The topics covered included vector addition, dot products, cross products, vector products, and vector resolution. A section on graphing techniques and a quiz on vectors and scalars are included. The user is given some instruction and then is provided with a series of problems to solve in that area. The user needs to be able to make calculations using basic algebra and trigonometry.

STRENGTHS: The program is menu-driven and has automatic start-up. The directions are clear, concise, and appropriate for the intended user; little teacher intervention is needed. The topics are presented in a clear and logical manner. The basic programs are fully listable and user-adjustable.

WEAKNESSES: There is no record keeping available to the teacher. Some comments for incorrect answers are inappropriate. Sometimes the program continues only on correct response. There are too few drill problems. The program contains a poor choice of symbol usage in math, incorrect terminology, and misspelled words. The use of low resolution graphics distorts the symbols and makes them hard to read. At other times, no graphics are used where they would be helpful. The program does not allow for an acceptable range of uncertainty in a student's answer as most good scientific practice would.

USES: This program could be used for drill and practice or review by high school and college students who have already had a thorough introduction to the subject.

RECOMMENDATION: Recommended with reservations

PRODUCER'S COMMENT: The IBM version is a newer, improved version of the program.

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12748 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Vertical File Resource Materials
PRODUCER: Educational Resource & Research COPYRIGHT: 1986
GRADE LEVEL: 8-12 SUBJECT AREA: SS,LM
MODE: Other OTHER MODES: Database
TOPICS: See annotation PRICE: $25each
MASTER DISKS: 2per BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $6.00/set or one backup by school
PREVIEW POLICY: 30-day
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: Vertical File Resource Materials
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: ProDOS MEMORY: N/A
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: P GRAPHICS PAD: PRINTER: P OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: Individual titles: ABORTION (1987), DRUGS (1987), HI-TECH SOCIETY (1987), HUNGER/POVERTY IN THE U.S. (1986), NUCLEAR FREEZE (1985), POLLUTION/HAZARDOUS WASTE (1986), SEXUALLY TRANSMITTED DISEASES (1986), SUICIDE (1985), TEENAGE PREGNANCY (1986), TEENAGERS (1985), TERRORISM (1987), WOMEN IN SOCIETY (1987). VERTICAL FILES are collections of articles on specific topics providing recent information of interest for reference and research. The information is in the form of a database composed of approximately twenty or more magazine and newspaper articles, along with publications from special interest groups about the topic of the individual disk, (e.g., Terrorism contains articles on many facets of international terrorism). Students using the programs read through a table of contents to choose pertinent articles. Students can page back and forward within the articles and can have the program search the body of the article for any occurrence of specific words or phrases. All articles are complete and include title, author, original publication, and copyright date. Most copyrights are within the last five years of the program's copyright date. Older articles contain material still pertinent to the topic. Articles can be printed out.

STRENGTHS: The VERTICAL FILES are so easy to use that students and teachers will turn to them freely. Print-outs are convenient for reference when computer access is limited.

WEAKNESSES: The guides do not list the titles of articles and sources, nor does the table of contents include sources. Original pagination (e.g., pages 12-20), desirable for accurate citations, is not included in the bibliographic information. One cannot print a single page of an article, but must print the entire entry.

USES: These packages are especially helpful for schools without a current vertical file or schools with few resources in certain popular research topics. Articles appear not to duplicate other resource services available to school media centers.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: Additional topics include Alcoholism, Child Abuse, Diseases, Gun Control, Homeless in US, Minorities, Space Education, Crime, Family, and Pollution. Topics are updated periodically.

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

80
Duplication permitted only in entirety, citing Project SEED as source

TITLE: Volcanoes
PRODUCER: Prentice Hall COPYRIGHT: 1986
GRADE LEVEL: 6-10 SUBJECT AREA: SC
MODE: TU,SIM OTHER MODES:
TOPICS: Volcanoes PRICE: 69.00
MASTER DISKS: 2 BACKUPS: 2 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Backup free, replacement $12.50 per set
PREVIEW POLICY: 30-day
LAB PACK: Yes ITEMS IN LAB PACK: 4-pack (4 sets); Lab pack (17 sets)
LAB PACK PRICE: 4-pack ($126); Lab pack ($325)
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: 495.00 SERIES ITEMS: 10
SERIES TITLE: Earth Science
LICENSING AGREEMENTS: No
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: DOS 3.3 MEMORY: 64K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: P JOYSTICK: MOUSE:

CONTENT: VOLCANOES uses colorful animated graphics to illustrate main topics as it explains how volcanoes are formed, describes types of volcanoes, introduces latitude and longitude, examines the effects of volcanic eruptions, and shows how volcanic eruptions may be predicted. The program is divided into three main parts: Introduction, covering vocabulary terms and introducing latitude and longitude; Instruction, containing tutorials on the main topics of the program; and Evaluation, featuring a ten-item quiz that checks students' recall of information. The teacher's guide outlines the content and operation of the program and provides reproducible activity sheets with answer keys.

STRENGTHS: The presentation of information in Instruction involves users by asking for their responses and by having them apply recently explained information. The activity sheets reinforce and expand upon the ideas introduced in the program.

WEAKNESSES: The limited records would be more useful to teachers if the ten questi ns were included in the guide for quick reference. This would enable teachers to determine easily which concepts are giving the class trouble.

USES: When introducing volcanoes, teachers can use the program as a visual aid by projecting the program onto a large screen. It is also helpful for remedial or enrichment review. The activity sheets are more appropriate for students needing challenges than for those seeking clarification of basic concepts.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Voyages of Discovery: Lewis and Clark
PRODUCER: HRM COPYRIGHT: 1986
GRADE LEVEL: 9-12,A SUBJECT AREA: SS
MODE: P/S, SIM OTHER MODES:
TOPICS: U.S. history & geography, prob. solving PRICE: 69.00
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Replaced upon return of damages disks
PREVIEW POLICY: Free 30-day preview
LAB PACK: Yes ITEMS IN LAB PACK: 10 disks
LAB PACK PRICE: 207.00
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: N/A MEMORY: N/A
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS: N/A
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: VOYAGES OF DISCOVERY: LEWIS AND CLARK is a one-disk, problem-solving program simulating the Lewis and Clark expedition. The program begins with the expedition on the banks of the Mississippi River, and the user must make practical judgments in attempting to complete the trip. The package includes a teacher's manual and instructions for using different letters on the keyboard for movement of the characters in the game.

STRENGTHS: Color graphics are used to give a feel of being with Lewis and Clark. Progress may be saved on a "slave disk" and continued at a different time. The game can be used several times, since different decisions result in different results.

WEAKNESSES: Instructions both on the screen and in the manual are very unclear. The screen is cluttered and confusing to the user. According to one evaluator, "Most students and teachers will probably give up in utter frustration before getting into the game."

USES: The program can be used for social studies, math, and science. Although it is recommended as appropriate for upper elementary students through high school, it probably should be used with grade ten and up for most success.

RECOMMENDATION: Recommended with reservations

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Water Pollution
PRODUCER: EME (Educational Materials & Equip) COPYRIGHT: 1985
GRADE LEVEL: 7-12 SUBJECT AREA: SC
MODE: SIM, TU OTHER MODES:
TOPICS: Water pollution PRICE: 44.00
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1 teacher
OTHER DOCUMENTATION: 6 student guide
BACKUP POLICY: One included
PREVIEW POLICY: 30-day preview upon written request
LAB PACK: Yes ITEMS IN LAB PACK: 10 programd disks, 1 set written info.
LAB PACK PRICE: 142.00
NETWORK VERSION: Yes NETWORK PRICE: 142.00
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: Site available
COMPUTER USED FOR REVIEW: OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: X COMMODORE:
MAC: IBM PC: X TANDY 1000: X OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: WATER POLLUTION is a middle school science program designed to teach and reinforce the concept of water pollution, its effects on the environment, and how it can be prevented. The program has 3 parts: 1) an introduction, which is a tutorial on water, water pollution, and the control of pollution; 2) an experiment mode, which is an interactive simulation that allows the user to control such conditions as waste dumping, water flow, and water temperature and gives a report on the environmental effects as they relate to changing variables; and 3) a quiz where the user is presented 10 multiple-choice questions.

STRENGTHS: In the tutorial, the user can move back and forth from screen to previous screen with one keystroke. There is good use of color and graphics. Little or no teacher intervention is needed. The tutorial is clear, precise, and easy to follow. The package provides student lab booklets that offer good activities to reinforce the concept. The experiment mode requires active participation.

WEAKNESSES: The program is slow moving.

USES: This program is appropriate for middle grade and high science classes that deal with environmental studies. It can be used by individuals or in groups. Adult education and community education classes would also benefit from this program. It may also be used for college remediation.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: The program is not slow moving on the Apple IIGS.

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Weather Command: A Science Game
PRODUCER: Educational Audio Visual COPYRIGHT: 1985
GRADE LEVEL: 7-9 SUBJECT AREA: SC
MODE: SIM,GA OTHER MODES:
TOPICS: Weather PRICE: 44.75
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: 10.00
PREVIEW POLICY: 10-day
LAB PACK: No ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: X JOYSTICK: MOUSE:

CONTENT: WEATHER COMMAND: A SCIENCE GAME is a simulation/game designed to reinforce weather concepts at the junior high school level. As a weather coordinator for planet earth, the user is assigned the task of adjusting weather conditions to suit the needs of an alien ambassador. By looking at weather maps and forecasts, the student weatherman tries to alter the atmospheric conditions, using weather machines to change atmospheric pressure, temperature, and humidity. The game contains five levels that require progressively more sophisticated use of the weather machines.

STRENGTHS: The program is a good review and reinforcement of weather terms, specific cloud types, and conditions that influence weather.

WEAKNESSES: Documentation supplied with the program is too brief. The program moves very slowly--weather maps take up to thirty seconds to be drawn on-screen.

USES: The program could best be used to supplement a unit on weather at the junior high level. Five levels of difficulty make the program suitable for average and above average students. Below average students will probably find the game too difficult. The instructor should keep in mind that the simulation is limited in its depiction of all the factors influencing weather--concepts have been generalized. However, within these parameters, the program would be a useful addition to the earth science curriculum.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

November 1987

TABLE OF CONTENTS

Software By Title Index.....pp. 1-2

Software By Grade Level Index.....pp. 3-6

Software By Subject Area Index.....pp. 7-8

Explanation of Symbols.....p. 9

Ordering Software.....pp. 10-11

Software Evaluations.....listed alphabetically by title

TITLE	PRODUCER
Alge-Blaster	Davidson
Algebra Series: Binomial Multiplication	Microcomputer Workshops
Algebra Series: Factoring Algebraic Expressions	Microcomputer Workshops
Algebra Series: Graphing Linear Functions	Microcomputer Workshops
Algebra Series: Solving Fractional Equations	Microcomputer Workshops
Algebra Series: Solving Quadratic Equations	Microcomputer Workshops
Algebra Word Problems I: Motion	Microcomputer Workshops
Algebra Word Problems II: Area, Perimeter, and Lever	Microcomputer Workshops
Algebra Word Problems III: Mixture, Coin, and Investment	Microcomputer Workshops
Antonyms, Synonyms, and Homonyms	Classroom Consortia M.
Bank Street Filer	Broderbund
Cell Functions: Growth and Mitosis	IBM
Circulation & Digestion	Milliken
Classmate	Davidson
Clowning Around	Learning Technologies
Country Game	Intellectual Software
Developing Reading Skills: Macbeth	Merit AudioVisual
Developing Reading Skills: The Iliad	Merit AudioVisual
Developing Reading Skills: The Tell-Tale Heart	Merit AudioVisual
Diabetes and Hypoglycemia	Intellectual Software
Diascriptive Reading I	Educational Activities
Discovery!	Milliken
Early Learning Adventures	Encyclopedia Britannica
Earthquakes	IBM
Eastern U.S.	Mindscape
Election Simulation	Intellectual Software
Fairy Tales	Intellectual Software
Fantavision	Broderbund
Game of Presidents	Intellectual Software
Game of States	Intellectual Software
Halley Project, The	Mindscape
How Can I Find It If I Don't Know What I'm Looking For	Sunburst
It's No Game	Educational Activities
Life Science Data Base	Scholastic
MECC DataQuest: The Fifty States	MECC
MECC Mastering Math Series (Instructional Programs)	MECC
MECC Mastering Math Series (Utility Programs)	MECC
Market Place, The	MECC
Microcourse Reading: Study Skills	Houghton Mifflin
Newberry Winners - My Side of the Mountain	Sunburst
Oregon Trail, The	MECC
Practical Grammar I Series	Intellectual Software

PreGED Prep-Test 2 (Social Studies)	Intellectual Software
Proportions in Geometry	Bergwall
Puzzler, The	Sunburst
Reading Comprehension: 3,4,5	Intellectual Software
Reading Comprehension: 6,7,8	Intellectual Software
Road Rally U.S.A.	Bantam
Settling America	World Book
Social Studies Skill Builder	Intellectual Software
Stickybear ABC	Weekly Reader
Stickybear Reading	Weekly Reader
Take Me North	World Book
Toward Better Reading Skills (A-F)	Intellectual Software
Transportation	Intellectual Software
U.S. Atlas Action	DLM
Washington's Decisions	Educational Activities
What's My Line	Intellectual Software
WhizCalc II	World Book
Who Am I?	Intellectual Software
Writing 1-5	Designware (Britannica)

PRIMARY (K-3)	GRADE
Clowning Around	2-6
Diascriptive Reading I	2-5
Early Learning Adventures	K-6
Fairy Tales	2-3
It's No Game	K-4
MECC Mastering Math Series (Instructional Programs)	1-5
Market Place, The	3-7
Microcourse Reading: Study Skills	3-8
Puzzler, The	3-6
Reading Comprehension: 3,4,5	3-5
Stickybear ABC	K-1
Stickybear Reading	1-3
Take Me North	K-5
Transportation	K-4
What's My Line	3-8
Who Am I?	3-9

ELEMENTARY (4-6)	
Antonyms, Synonyms, and Homonyms	5-12
Bank Street Filer	5-12
Circulation & Digestion	4-6
Clowning Around	2-6
Country Game	5-12,A
Diascriptive Reading I	2-5
Discovery!	6-12
Early Learning Adventures	K-6
Eastern U.S.	5-8
Fantavision	4-12
Game of Presidents	5-12
Game of States	5-12
How Can I Find It If I Don't Know What I'm Looking For	4-12
It's No Game	K-4
Life Science Data Base	6-12
MECC DataQuest: The Fifty States	5-12
MECC Mastering Math Series (Instructional Programs)	1-5
Market Place, The	3-7
Microcourse Reading: Study Skills	3-8
Newberry Winners - My Side of the Mountain	3-7
Oregon Trail, The	4-12

Puzzler, The	3-6
Reading Comprehension: 3,4,5	3-5
Reading Comprehension: 6,7,8	6-8
Road Rally U.S.A.	5-7
Take Me North	K-5
Toward Better Reading Skills (A-F)	4-8
Transportation	K-4
U.S. Atlas Action	5-8
What's My Line	3-8
WhizCalc II	5-8
Who Am I?	3-9

MIDDLE (7-9)

Alge-Blaster	8-12
Algebra Series: Binomial Multiplication	9-12,A
Algebra Series: Factoring Algebraic Expressions	9-12,A
Algebra Series: Graphing Linear Functions	9-12,A
Algebra Word Problems I: Motion	8-12,A
Algebra Word Problems II: Area, Perimeter, and Lever	9-12,A
Algebra Word Problems III: Mixture, Coin, and Investment	9-12,A
Antonyms, Synonyms, and Homonyms	5-12
Bank Street Filer	5-12
Cell Functions: Growth and Mitosis	7-12
Country Game	5-12,A
Developing Reading Skills: MacBeth	8-12
Developing Reading Skills: The Iliad	8-12
Developing Reading Skills: The Tell-Tale Heart	8-12
Diabetes and Hypoglycemia	7-12,A
Discovery!	6-12
Earthquakes	8-10
Eastern U.S.	5-8
Fantavision	4-12
Game of Presidents	5-12
Game of States	5-12
Halley Project, The	9-12
How Can I Find It If I Don't Know What I'm Looking For	4-12
Life Science Data Base	6-12
MECC DataQuest: The Fifty States	5-12
Market Place, The	3-7
Microcourse Reading: Study Skills	3-8
Newberry Winners - My Side of the Mountain	3-7
Oregon Trail, The	4-12

Practical Grammar I Series	7-12,A
Reading Comprehension: 6,7,8	6-8
Road Rally U.S.A.	5-7
Settling America	6-11
Social Studies Skill Builder	9-12
Toward Better Reading Skills (A-F)	4-8
U.S. Atlas Action	5-8
Washington's Decisions	8-12
What's My Line	3-8
WhizCalc II	5-8
Who Am I?	3-9
Writing 1-5	9-12,A

HIGH SCHOOL (10-12)	GRADE
Alge-Blaster	8-12
Algebra Series: Binomial Multiplication	9-12,A
Algebra Series: Factoring Algebraic Expressions	9-12,A
Algebra Series: Graphing Linear Functions	9-12,A
Algebra Series: Solving Fractional Equations	9-12,A
Algebra Series: Solving Quadratic Equations	9-12,A
Algebra Word Problems I: Motion	8-12,A
Algebra Word Problems II: Area, Perimeter, and Lever	9-12,A
Algebra Word Problems III: Mixture, Coin, and Investment	9-12,A
Antonyms, Synonyms, and Homonyms	5-12
Bank Street Filer	5-12
Cell Functions: Growth and Mitosis	7-12
Country Game	5-12,A
Developing Reading Skills: MacBeth	8-12
Developing Reading Skills: The Iliad	8-12
Developing Reading Skills: The Tell-Tale Heart	8-12
Diabetes and Hypoglycemia	7-12,A
Discovery!	6-12
Earthquakes	8-10
Election Simulation	10-12,A
Fantavision	4-12
Game of Presidents	5-12
Game of States	5-12
Halley Project, The	9-12
How Can I Find It If I Don't Know What I'm Looking For	4-12
Life Science Data Base	6-12
MECC DataQuest: The Fifty States	5-12
Oregon Trail, The	4-12
Practical Grammar I Series	7-12,A

PreGED Prep-Test 2 (Social Studies)	10-12,A
Proportions in Geometry	10-12
Settling America	6-11
Social Studies Skill Builder	9-12
Washington's Decisions	8-12
Writing 1-5	9-12,A

ADULT	GRADE
Algebra Series: Binomial Multiplication	9-12,A
Algebra Series: Factoring Algebraic Expressions	9-12,A
Algebra Series: Graphing Linear Functions	9-12,A
Algebra Series: Solving Fractional Equations	9-12,A
Algebra Series: Solving Quadratic Equations	9-12,A
Algebra Word Problems I: Motion	8-12,A
Algebra Word Problems II: Area, Perimeter, and Lever	9-12,A
Algebra Word Problems III: Mixture, Coin, and Investment	9-12,A
Classmate	Adult
Diabetes and Hypoglycemia	7-12,A
Election Simulation	10-12,A
MECC Mastering Math Series (Utility Programs)	Adult
Practical Grammar I Series	7-12,A
PreGED Prep-Test 2 (Social Studies)	10-12,A
Writing 1-5	9-12,A

TITLE	PRODUCER
ART EDUCATION	
Fantavision	Broderbund
LITERACY/TECHNOLOGY	
Bank Street Filer	Broderbund
HEALTH/SAFETY	
Diabetes and Hypoglycemia	Intellectual Software
It's No Game	Educational Activities
LANGUAGE ARTS	
Antonyms, Synonyms, and Homonyms	Classroom Consortia Media
Developing Reading Skills: Macbeth	Merit AudioVisual
Developing Reading Skills: The Iliad	Merit AudioVisual
Developing Reading Skills: The Tell-Tale Heart	Merit AudioVisual
Diascriptive Reading I	Educational Activities
Fairy Tales	Intellectual Software
Microcourse Reading: Study Skills	Houghton Mifflin
Newberry Winners - My Side of the Mountain	Sunburst
Practical Grammar I Series	Intellectual Software
Puzzler, The	Sunburst
Reading Comprehension: 3,4,5	Intellectual Software
Reading Comprehension: 6,7,8	Intellectual Software
Stickybear ABC	Weekly Reader
Stickybear Reading	Weekly Reader
Toward Better Reading Skills (A-F)	Intellectual Software
Writing 1-5	Designware (Britannica)
LIBRARY/MEDIA	
How Can I Find It If I Don't Know What I'm Looking For	Sunburst
MATH	
Alge-Blaster	Davidson
Algebra Series: Binomial Multiplication	Microcomputer Workshops
Algebra Series: Factoring Algebraic Expressions	Microcomputer Workshops
Algebra Series: Graphing Linear Functions	Microcomputer Workshops
Algebra Series: Solving Fractional Equations	Microcomputer Workshops
Algebra Series: Solving Quadratic Equations	Microcomputer Workshops
Algebra Word Problems I: Motion	Microcomputer Workshops
Algebra Word Problems II: Area, Perimeter, and Lever	Microcomputer Workshops
Algebra Word Problems III: Mixture, Coin, and Investment	Microcomputer Workshops

TITLE	PRODUCER
MECC Mastering Math Series (Instructional Programs)	MECC
MECC Mastering Math Series (Utility Programs)	MECC
Proportions in Geometry	Bergwall
WhizCalc II	World Book
PROBLEM SOLVING	
Clowning Around	Learning Technologies
Early Learning Adventures	Encyclopedia Britannica
SCIENCE	
Cell Functions: Growth and Mitosis	IBM
Circulation & Digestion	Milliken
Discovery!	Milliken
Earthquakes	IBM
Halley Project, The	Mindscape
Life Science Data Base	Scholastic
SOCIAL STUDIES	
Country Game	Intellectual Software
Eastern U.S.	Mindscape
Election Simulation	Intellectual Software
Game of Presidents	Intellectual Software
Game of States	Intellectual Software
MECC DataQuest: The Fifty States	MECC
Market Place, The	MECC
Oregon Trail, The	MECC
PreGED Prep-Test 2 (Social Studies)	Intellectual Software
Road Rally U.S.A.	Bantam
Settling America	World Book
Social Studies Skill Builder	Intellectual Software
Take Me North	World Book
Transportation	Intellectual Software
U.S. Atlas Action	DLM
Washington's Decisions	Educational Activities
What's My Line	Intellectual Software
Who Am I?	Intellectual Software
UTILITY/PRODUCTIVITY TOOL	
Classmate	Davidson

EXPLANATION OF SYMBOLS

SUBJECT AREA SYMBOLS

AE Art Education
BV Business/Vocational Education
CC Career Planning/Counseling
CT Computer Literacy/Technology
FL Foreign Language
GT Gifted/Talented
HE Home Economics/Living Skills
HS Health/Safety
IT Instructional Media
KB Keyboarding
LA Language Arts
LM Library/Media Skills
MA Mathematics
MU Music
PE Physical Education
PR Preschool/Early Childhood
PS Problem Solving/Logic
SC Science
SN Special Needs/Handicapped
SS Social Studies
TS Traffic Safety
UP Utility/Productivity Tools
VE Vocational Education

MODE SYMBOLS

CMI COMPUTER-MANAGED INSTRUCTION: A possible component of instructional computer software that assists in managing instruction by collecting, storing, and retrieving students' skill-mastery/progress data.

D/P DRILL and PRACTICE: Provides activities/exercises to reinforce or practice concepts and skills already taught or learned.

GA GAME: Uses a variety of game formats and elements of competition to motivate students to apply skills they have mastered to accumulate points/scores.

P/S PROBLEM SOLVING: Requires the student to analyze a situation or a problem, make a decision by applying accepted principles or rules, and continue the process in solving the problem.

SIM SIMULATION: Provides models of situations or events too complex, dangerous, expensive, or inconvenient to reproduce in the classroom. Student analyzes situation, makes decision, and is informed of the results.

TU TUTORIAL. Presents new concepts or skills by means of examples and questions, often providing tests and remediation.

Please send your requests for software to the appropriate software producer or a local software vendor.

Bantam Electronic Publishing
666 Fifth Avenue
New York, NY 10103
800-223-6834

Bergwall Educational Software
106 Charles Lindbergh Boulevard
Uniondale, NY 11533
800-645-1737

Britannica Learning Corp./Designware
185 Berry Street
San Francisco, CA 94107
415-546-1866

Broderbund Software
17 Paul Drive
San Rafael, CA 94903-2101
415-479-1170

Classroom Consortia Media
1 Edgewater Plaza
Staten Island, NY 10305
800-237-1113

DLM Teaching Resources
One DLM Park
Allen, TX 75002
800-527-5030

Davidson & Associates
3135 Kasiwa Street
Torrance, CA 90505
800-556-6141

Educational Activities, Inc.
Dept. 86, PO Box 392
Freeport, NY 11520
800-645-3739

Encyclopedia Britannica/
Looking Glass Learning Products
865 Busse Highway
Park Ridge, IL 60068
312-698-0292

Houghton Mifflin, Educational Div.
2225 East Randol Mill Road, S.
Arlington, TX 76011
817-649-5254

IBM
PC Software Dept.
One Culver Road
Dayton, NJ 08810
800-IBM-2468

Intellectual Software/Queue
562 Boston Avenue
Bridgeport, CT 06610
800-232-2224

Learning Technologies
4255 LBJ Freeway, Suite 131
Dallas, TX 75244
800-238-4277

MECC
3490 Lexington Avenue, N.
St. Paul, MN 55126-8097
612-481-3500

Merit Audio-Visual
PO Box 392
New York, NY 10024
212-SU7-4766

Milliken Publishing Company
1100 Research Boulevard.
St. Louis, MO 63132
800-643-0008

Microcomputer Workshops/Mindscape
Educational Div. Dept. 1
3444 Dundee Road
Northbrook, IL 60062
800-221-9884

Scholastic Software
PO Box 7502
2931 East McCarty Street
Jefferson City, MO 65102
800-325-6149

Sunburst Communications
39 Washington Avenue, Rm GM30
Pleasantville, NY 10570
800-431-1934

Weekly Reader/Optimum Resource
10 Station Place
Norfolk, CT 06058
203-542-5553

World Book Discovery
Merchandise Mart Plaza, Mail Station 3
Chicago, IL 60654
800-323-6366

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Alge-Blaster
PRODUCER: Davidson COPYRIGHT: 1985
GRADE LEVEL: 8-12 SUBJECT AREA: MA
MODE: D/P OTHER MODES:
TOPICS: Algebra PRICE: 49.95
MASTER DISKS: 1 BACKUPS: N/I GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Warranty card + $10.
PREVIEW POLICY: None stated
LAB PACK: Yes ITEMS IN LAB PACK: 5 disks,documentation,resource guide
LAB PACK PRICE: N/A
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: N/I SERIES ITEMS: N/I
SERIES TITLE: N/I
LICENSING AGREEMENTS: None stated
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: N/I MEMORY: 64K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE: X
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: ALGE-BLASTER provides three types of activities for review and practice of the fundamentals of algebra. Six hundred problems cover five areas: positive and negative numbers, monomials and polynomials, factoring, simple equations, and systems of equations. Students practice addition, subtraction, multiplication, and division using whole numbers, fractions, and decimals. The first activity for each area is a demonstration and explanation of the procedures for solving two problems shown as examples. Next, students follow on-screen prompts to work through ten problems, and, finally, they work twenty problems on their own. An editing component permits teachers or students to create new sets of problems on their own data disks.

STRENGTHS: Because ALGE-BLASTER addresses problems by number, students can start and stop at any point in a lesson. Help segments during the second level of activity let students analyze areas in which they have difficulty. Most significantly, the option of creating original problems lets teachers follow the Davidson tradition of developing customized lessons.

WEAKNESSES: Although this program accepts as correct only those fractions reduced to lowest terms, users are not informed of this requirement either on the screen or in the guide. Problems listed in the guide are not numbered. Nonetheless, students select by number the problems they want to solve, and printouts of their scores refer to problems by number. On-screen directions for using the editor are incomplete and cause users who rely on them to waste a great deal of time. Complete directions are in the guide, but they are inconveniently arranged for quick reference.

USES: The program is best-suited as a review tool for students studying for class tests or standardized tests--including the SAT. Teachers can create banks of problems for students who need intensive practice in particular areas, and students can create problems to challenge each other.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Algebra Series: Binomial Multiplication
PRODUCER: Microcomputer Workshops/Mindscape COPYRIGHT: 1984
GRADE LEVEL: 9-12,A SUBJECT AREA: MA
MODE: D/P,TU OTHER MODES:
TOPICS: Binomial multiplication PRICE: 29.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: One included
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 9 disks + original
LAB PACK PRICE: 89.85
NETWORK VERSION: Yes NETWORK PRICE: 89.85
SERIES PRICE: 185.00 SERIES ITEMS: 7 Pack
SERIES TITLE: Algebra Series
LICENSING AGREEMENTS: No
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: X COMMODORE: X
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: BINOMIAL MULTIPLICATION is a high school mathematics program that offers the user tutorial and practice in multiplying binomials of the form (AX + B)(CX + D), where A, B, C, and D are one-digit integers. The user is given a tutorial in the FOIL method of solving the problems and must use this method when working the problems presented. Upon completion of a problem, the user is presented with an error analysis for that problem. Upon completion of a set of problems, a total error analysis is presented, showing the average number of errors of each kind.

STRENGTHS: This program offers automatic start-up and is menu driven. The documentation is adequate, and the on-line directions are complete and clear. Immediate feedback is provided throughout the solution process. The error analysis points out particular weaknesses.

WEAKNESSES: The FOIL method is presented before showing that it is a result of applying the distributive, commutative, and associative axioms, although the axioms are referred to in one part of the program.

USES: This program is intended to supplement classroom instruction, not replace it. It is appropriate for high school mathematics classes that deal with this topic. It is also appropriate for adult education and college algebra remediation classes. NOTE: Skill in multiplying monomials by binomials is assumed in one section of the program.

RECOMMENDATION: Recommended with reservations

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Algebra Series: Factoring Algebraic Expressions
PRODUCER: Microcomputer Workshops/Mindscape COPYRIGHT: 1984
GRADE LEVEL: 9-12,A SUBJECT AREA: MA
MODE: D/P,TU OTHER MODES:
TOPICS: Factoring algebraic expressions PRICE: 29.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: One included
PREVIEW POLICY: 30-days
LAB PACK: Yes ITEMS IN LAB PACK: 9 disks + original
LAB PACK PRICE: 89.85
NETWORK VERSION: Yes NETWORK PRICE: 89.85
SERIES PRICE: 185.00 SERIES ITEMS: 7 Pack
SERIES TITLE: Algebra Series
LICENSING AGREEMENTS: No
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: X OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: FACTORING ALGEBRAIC EXPRESSIONS is a high school mathematics program that offers drill and practice in factoring quadratic trinomials, difference of two squares, and expressions with common factors. The user chooses the type of problem from the menu and selects the number of problems to be presented (from 1 to 9). The problems are presented in such a way that the screen becomes an electronic worksheet with on-line help. An error analysis is presented after each problem, and a total error analysis is presented at the end of each set.

STRENGTHS: This program offers automatic start-up and is menu driven. The user is given immediate feedback and on-line help. The error analysis points out particular problem areas.

WEAKNESSES: Some screens are too cluttered.

USES: This program is appropriate for high school math classes, especially algebra. It is also appropriate for adult education and college algebra remediation classes. The program is intended to supplement classroom instruction, not replace it. It is best suited for individual work.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Algebra Series: Graphing Linear Functions
PRODUCER: Microcomputer Workshops/Mindscape COPYRIGHT: 1984
GRADE LEVEL: 9-12,A SUBJECT AREA: MA
MODE: D/P,TU OTHER MODES:
TOPICS: Graphing linear functions PRICE: 29.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: One included
PREVIEW POLICY: 30-days
LAB PACK: Yes ITEMS IN LAB PACK: 9 disks + original
LAB PACK PRICE: 89.85
NETWORK VERSION: Yes NETWORK PRICE: 89.85
SERIES PRICE: 185.00 SERIES ITEMS: 7 Pack
SERIES TITLE: Algebra Series
LICENSING AGREEMENTS: No
COMPUTER USED FOR REVIEW: APPLE IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: X OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: GRAPHING LINEAR FUNCTIONS is a middle grade to high school mathematics program that offers the user drill and practice in graphing linear functions. This program sets up 1-9 randomly generated problems. In each problem, the user must solve for a variable, select points, and plot points on a Cartesian Coordinate system by following a series of prompts and using the axioms of addition, subtraction, multiplication, and division. When the equation is in the proper order, the user finds three pairs of coordinates represented by the equation and plots them on a line. An error analysis is provided upon completion of each problem.

STRENGTHS: This program offers automatic start-up and is menu-driven. The screen format is well done, and the directions are clear and easy to follow. It features on-line help during the solution process and an error analysis at the end of each problem. Little or no teacher intervention is needed. The user can contol the rate and level and may select auditory clues. The user cannot continue until each step is correct.

WEAKNESSES: Some screens are cluttered. The point-plotting procedure is slow.

USES: This program is intended to supplement classroom instruction, not replace it. It is best used by individuals. It is appropriate for upper middle grade math students (prealgebra) and high school algebra students. Adult education classes and college algebra remediation classes can also benefit from this program.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Algebra Series: Solving Fractional Equations
PRODUCER: Microcomputer Workshops/Mindscape COPYRIGHT: 1985
GRADE LEVEL: 9-12,A SUBJECT AREA: MA
MODE: D/P,TU OTHER MODES:
TOPICS: Fractional equations PRICE: 29.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: One included
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 9 disks + original
LAB PACK PRICE: 89.85
NETWORK VERSION: Yes NETWORK PRICE: 89.85
SERIES PRICE: 185.00 SERIES ITEMS: 7 Pack
SERIES TITLE: Algebra Series
LICENSING AGREEMENTS: No
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: X OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: SOLVING FRACTIONAL EQUATIONS is a high school mathematics program that offers the user drill and practice in solving fractional equations with one variable, using the axioms of equality. The menu lets the user select to work problems or to create and print a test. The menu also offers on-line instructions. An error analysis is presented after each problem is completed.

STRENGTHS: The program offers automatic start-up and is menu-driven. Instructions are clear and easy to follow. Little teacher intervention is needed. Two levels of difficulty are provided. The user receives immediate feedback during the solution process and an error analysis at the end of each problem. The user may generate a hard-copy test of up to 12 problems.

WEAKNESSES: When user errors are indicated on practice problems, the nature of the specific error is not given on the printout.

USES: This program is appropriate for high school algebra students and high school science classes that may deal with this concept. It is best used by individual students. This program is also appropiate for adult education classes and college algebra remediation.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Algebra Series: Solving Quadratic Equations
PRODUCER: Microcomputer Workshops/Mindscape COPYRIGHT: 1985
GRADE LEVEL: 9-12,A SUBJECT AREA: MA
MODE: D/P,TU OTHER MODES:
TOPICS: Solving quadratic Equations PRICE: 29.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: One included
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 9 disks + original
LAB PACK PRICE: 89.85
NETWORK VERSION: Yes NETWORK PRICE: 89.85
SERIES PRICE: 185.00 SERIES ITEMS: 7 pack
SERIES TITLE: Algebra Series
LICENSING AGREEMENTS: No
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: X OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: SOLVING QUADRATIC EQUATIONS is a high school mathematics program that offers drill and practice in solving quadratic equations on two levels of difficulty. From a menu, the user chooses the number of problems to be solved and the level of difficulty of the problems. The problems are presented in a format that allows the computer screen to become an electronic worksheet with on-line help and prompting. An error analysis is provided upon completion of each problem.

STRENGTHS: This program offers automatic start-up and is menu-driven. On-line instructions are available. Directions are complete and easy to follow. Immediate feedback and on-line help are provided throughout the solution process. The screen format is excellent. The error analysis points out particular areas of weakness.

WEAKNESSES: No graphics are provided.

USES: This program is intended to supplement classroom instruction, not replace it. It is best suited for individual use. It is appropriate for high school algebra students and upper level middle grade prealgebra students. It may be used for adult education and college algebra remediation classes.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Algebra Word Problems I: Motion
PRODUCER: Microcomputer Workshops/Mindscape COPYRIGHT: 1985
GRADE LEVEL: 8-12,A SUBJECT AREA: MA
MODE: D/P, TU OTHER MODES:
TOPICS: Motion PRICE: 39.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: One included
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 1 original disk, 1 backup, 9 more copies
LAB PACK PRICE: 119.85
NETWORK VERSION: Yes NETWORK PRICE: 89.85
SERIES PRICE: 150.00 SERIES ITEMS: 4
SERIES TITLE: Success With Algebra
LICENSING AGREEMENTS: No
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS: Apple II
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: ALGEBRA WORD PROBLEMS I: MOTION is a high school drill-and-practice math program that allows the user to practice analyzing and solving algebra word problems involving uniform motion. The main menu offers a choice of two types of problems: (1) Opposite Direction and (2) Overtaking/Round Trip. After the user selects the type of problem, the computer presents a word problem and a chart. The user must (1) organize the information from the word problem by filling in the chart, (2) construct the algebraic equation for solving the problem, and, finally, (3) solve the equation. An error analysis is presented after each problem is solved.

STRENGTHS: This program provides extensive on-line help by telling the user when errors are made and providing suggestions for correcting the errors. Adequate documentation is provided, and little teacher intervention is required. The instructional method used by the program is logical and easy for the user to follow. It leads the user to solve the problems by requiring organization of information before attempting to set up an equation. The error analysis is very detailed. It informs the user of the number and type of errors that were made.

WEAKNESSES: Some parts of the program require the recording of data that is not needed to solve the problem. The program will sometimes not accept correct student responses unless they are in a certain form.

USES: This program is appropriate for high school algebra students and middle grade prealgebra students. It is best used by individuals, but may be used by a small group (2-3). It should be used to supplement classroom instruction. It may also be used for adult remediation.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Algebra Word Problems II: Area, Perimeter, and Lever
PRODUCER: Microcomputer Workshops/Mindscape COPYRIGHT: 1985
GRADE LEVEL: 9-12,A SUBJECT AREA: MA
MODE: D/P,TU OTHER MODES:
TOPICS: Area, perimeter, and lever PRICE: 39.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: One included
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 1 original disk ,1 backup, 9 more copies
LAB PACK PRICE: 119.85
NETWORK VERSION: Yes NETWORK PRICE: 89.85
SERIES PRICE: 150.00 SERIES ITEMS: 4
SERIES TITLE: Sucess With Algebra
LICENSING AGREEMENTS: No
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS: Apple II
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: ALGEBRA WORD PROBLEMS II: AREA, PERIMETER, AND LEVER is a middle grade to high school drill-and-practice math program that provides practice in solving word problems dealing with area, perimeter, and lever. From the main menu, the user may choose which of the three types of problems to work. The user is then presented with a word problem and a graphic representation of the problem. The user is guided through the process of organizing the information given in the word problem, formulating the correct equation for solving the problem, and solving the equation. An error analysis is given at the end of the problem.

STRENGTHS: This program provides extensive on-line help by telling the user when errors are made and providing suggestions for correcting the errors. Adequate documentation is provided, and little teacher intervention is required. The instructional method used by the program is logical and easy for the user to follow. It leads the user to solve the problems by requiring organization of information before attempting to set up an equation. The error analysis is very detailed and informs the user of the number and type of errors that were made.

WEAKNESSES: The error analysis may require teacher interpretation.

USES: This program is appropriate for middle grade prealgebra, high school algebra, and high school physical science students. It may also be used for adult remediation. The program is designed to supplement classroom instruction, rather than replace it. It is best suited for individual use, but may be used by small groups (1-2 users).

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Algebra Word Problems III: Mixture, Coin, and Investment
PRODUCER: Microcomputer Workshops/Mindscape COPYRIGHT: 1984
GRADE LEVEL: 9-12,A SUBJECT AREA: MA
MODE: D/P,TU OTHER MODES:
TOPICS: Mixtures, coins, and investments PRICE: 39.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: One included
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 1 original disk, 1 backup, 9 more copies
LAB PACK PRICE: 119.85
NETWORK VERSION: Yes NETWORK PRICE: 89.85
SERIES PRICE: 150.00 SERIES ITEMS: 4
SERIES TITLE: Success With Algebra
LICENSING AGREEMENTS: No
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS: Apple II
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: ALGEBRA WORD PROBLEMS III: MIXTURE, COIN, AND INVESTMENT is a high school mathematics program that offers practice in solving math word problems. The user may select a problem dealing with mixtures, coins, or investment from a menu. All problems follow the same format. The user is presented with a word problem with a partially completed chart below it. The user must organize the information given in the problem and fill in the chart. The completed chart is then used to formulate the appropriate equation to solve the problem. Finally the equation is solved. An error analysis is given at the end of the problem.

STRENGTHS: This program offers automatic start-up and is menu-driven. The documentation is adequate and is supplemented by an on-line help option. Directions are clear, and little or no teacher intervention is required. The user is provided with immediate feedback while working and with a complete error analysis at the end of each problem. The instruction format is sound and requires the user to organize information into a usable format.

WEAKNESSES: Some problems contain grammatical errors.

USES: This program is designed to supplement, not replace, classroom instruction. It is appropriate for high school algebra, business and physics classes, adult education classes, and middle grade prealgebra classes. It is best used by an individual, but could be used in a small group (2-3 users).

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Antonyms, Synonyms, and Homonyms
PRODUCER: Classroom Consortia Media COPYRIGHT: 1983
GRADE LEVEL: 5-12 SUBJECT AREA: LA
MODE: D/P,TU OTHER MODES:
TOPICS: Antonyms, synonyms, and homonyms PRICE: 69.95
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $10.00 per disk
PREVIEW POLICY: Contact company
LAB PACK: Yes ITEMS IN LAB PACK:
LAB PACK PRICE: 5*list price on 10 or more of same prog.
NETWORK VERSION: Yes NETWORK PRICE: 4*list
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS: Contact company
COMPUTER USED FOR REVIEW: IBM PC OPERATING SYSTEM: MS DOS MEMORY: 128K
APPLE: IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: R JOYSTICK: MOUSE:

CONTENT: ANTONYMS, SYNONYMS, AND HOMONYMS is a menu-driven program designed to provide instruction concerning antonyms, synonyms, and homonyms. This program provides a clear definition of each term, and graphic examples and exercises are used to teach all terms. A crossword puzzle is used as a game for reinforcement.

STRENGTHS: ANTONYMS, SYNONYMS, AND HOMONYMS has excellent program content, examples are easily understood, and feedback is immediate. The user determines the pace of the program. After five questions are answered, the correct answers are given for the questions missed. A score is given when the crossword puzzle is completed. Color is used to highlight important words and/or concepts.

WEAKNESSES: The graphics in this program are slow-moving and seem to waste time. The HELP section only shows how to operate the program and locate the keys to be used. When the user types "C" to continue a lesson, the program goes to the REVIEW section.

USES: This program would be useful for grades 5-8 and would serve as remediation for grades 9-12.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12748 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Bank Street Filer
PRODUCER: Broderbund COPYRIGHT: 1986
GRADE LEVEL: 5-12 SUBJECT AREA: CT
MODE: N/A OTHER MODES: IT
TOPICS: Data bases PRICE: 69.95
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: N/A
BACKUP POLICY: None stated
PREVIEW POLICY: None stated
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: N/A MEMORY: 64K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE: X
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: R OTHER:
2ND DISK DRIVE: R TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENTS: BANK STREET FILER is designed to introduce data base management to elementary and middle grade students. Users develop their own data bases consisting of files containing as many records as needed with each record consisting of as many as 50 fields. FILER allows users to "browse" records to make corrections; to "search" for exact or partial matches; to "sort" alphabetically or numerically; and to "search" for exact or partial matches, greater-than or less-than determiners, and other traditional parameters. Users can print quick reports in tabular or list form. Customized reports allow users to determine which fields to print and in what order. A spiral bound reference manual and three-ring notebook hold the teachers' guide, reproducible activity sheets, and disks. Five lessons acquaint teachers with the program. Ten other lessons introduce the program to students, have them work with existing files on the school data base disk, and guide them through the steps of creating new files. Twenty-nine reproducible activity sheets either correlate to the student lessons or guide users through functions such as initializing disks, using the data base with a word processor, copying files, and splitting files.

STRENGTHS: On-screen instructions and single-keystroke selection of options and cursor movement simplify data entry. Those who have experience with designing data bases will appreciate the ease with which fields are entered and positioned. On-screen directions for retrieval of data are presented in sentence form to eliminate misunderstanding. Large files can be split and small files merged as needed.

WEAKNESSES: Answer keys for student activities are not provided, although they would have been appropriate and helpful to teachers for some of the activities.

USES: Suggestions within the teacher's guide call for student projects including broadly applicable ideas such as organizing survey results and more narrowly focused ideas for specific curriculum areas. BANK STREET FILER is a simple and useful system for students who do not need or want more complex data management.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Cell Functions: Growth and Mitosis
PRODUCER: IBM COPYRIGHT: 1983
GRADE LEVEL: 7-12 SUBJECT AREA: SC
MODE: TU,D/P OTHER MODES:
TOPICS: Cells PRICE: 52.00
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: N/A
BACKUP POLICY: One may be made
PREVIEW POLICY: None
LAB PACK: Yes ITEMS IN LAB PACK: 12 disks
LAB PACK PRICE: 236.00
NETWORK VERSION: Yes NETWORK PRICE: 390.
SERIES PRICE: 1040.00 SERIES ITEMS: 20
SERIES TITLE: IBM Biology Series
LICENSING AGREEMENTS: Yes
COMPUTER USED FOR REVIEW: IBM PC OPERATING SYSTEM: DOS 2.1 MEMORY: 128K
APPLE: IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS: IBM PS/2 Fam
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: R JOYSTICK: MOUSE:

CONTENTS: CELL GROWTH AND MITOSIS is designed to help students acquire a better understanding of the fundamental concepts involved in simple cellular reproduction. Topics covered are surface area and volume of cells, cell size, chromosomes, and mitosis. Superb graphics are used to illustrate text introducing topics, giving a "living" dimension to instruction traditionally illustrated without motion in classroom demonstrations.

STRENGTHS: The program features outstanding graphics, color, and animation.

WEAKNESSES: The program lacks record-keeping for the teacher. Students proceed through the program regardless of their performance, permitting unmotivated students to ignore the program's content.

USES: Useful as either an introduction, review, or remediation for individual students or for classroom demonstrations.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Circulation & Digestion
PRODUCER: Milliken COPYRIGHT: 1985
GRADE LEVEL: 4-6 SUBJECT AREA: SC
MODE: TU,D/P OTHER MODES:
TOPICS: Circulation, digestion PRICE: 95
MASTER DISKS: 3 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: 3 posters
BACKUP POLICY: Free replacement in 90 days; $10 after
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 5 copies of each disk
LAB PACK PRICE: 75 per disk
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: DOS 3.3 MEMORY: 64K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: CIRCULATION AND DIGESTION presents tutorial introductions to major systems of the human body and then provides drill-and-practice questions that check students' recall of facts. DIGESTION covers five body subsystems: Mouth, Throat, Stomach, Small Intestine, and Large Intestine. CIRCULATION covers three body subsystems: Heart, Vessels, and Blood. Each lesson within the main topics contains four sections. The first section provides students with an introductory overview of the body subsystem. The second section allows students to review a list of vocabulary words used in the tutorial or quiz. Section three consists of a fill-in-the-blank quiz covering information about the lesson's topics. Answering questions correctly rewards users with "trivia points." The last section allows students to trade "trivia points" for interesting bits of information about the subsystem under review.

STRENGTHS: Users must enter correctly spelled terms during the lessons. While this may seem tiresome to students, it is excellent reinforcement of important terms. The graphic are colorful and interesting. The worksheets and student activities are useful and appropriate. Subject matter is generally accurate and logically presented.

WEAKNESSES: The "Heart" tutorial contains two minor flaws. First, the simulation of the sinoatrial node is depicted as causing the empty atria to fill with blood and then pass this blood to the ventricles. In reality, the atria are already filled when the sinoatrial node is stimulated. Secondly, the graphic illustration of the blood flow pattern in the heart shows the aorta located on the side of the left ventricle, when in reality it is located at the top of the heart. Two worksheets show the correct location of the aorta, and this contradiction could easily confuse students.

USES: At the elementary level, students can use CIRCULATION AND DIGESTION to supplement lessons on human anatomy. Because of its reliance on entering vocabulary words and answering questions, the program is most suitable for individuals and small groups. Sections of the program, such as the graphics illustrating the heart or digestive system, can be used on a large-screen monitor for presentation to a large group.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Classmate
PRODUCER: Davidson COPYRIGHT: 1985
GRADE LEVEL: Adult SUBJECT AREA: UP
MODE: N/A OTHER MODES: Teacher Utility
TOPICS: Record keeping PRICE: 49.95
MASTER DISKS: 1 BACKUPS: N/I GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Warranty card + $10.
PREVIEW POLICY: None stated
LAB PACK: No ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/I SERIES ITEMS: N/I
SERIES TITLE: N/I
LICENSING AGREEMENTS: None stated
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: DOS 3.3 MEMORY: N/I
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: P OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: CLASSMATE provides a simple system of recording students' grades and computing averages. Each data disk holds up to 40 grades per student for a maximum of 51 students. Class records are quickly sorted by last name or by optional teacher-assigned identification number. Teachers enter alphabetic and/or numeric grades, retrieve averages in both formats, choose to have all grades weighted equally, or assign weights to each grade before averaging. Statistical analyses available include the number of students present and absent for an assignment, the class average, the number and percentage of students who passed and failed an assignment, and a graph of grade distribution. Teachers can view on the screen or print out individual records, overall class performance on a particular assignment, grades on all assignments, averages, who did or did not turn in an assignment, and a graph showing grade distribution. A small three-ring binder holds the disks and documentation.

STRENGTHS: The program quickly computes averages; arranges class rosters to suit a teacher's needs; simplifies revisions, deletions, and additions to the roster and records; and handles unlimited data disks. Users can set the program to operate with 40 or 80 columns and one or two disk drives.

WEAKNESSES: This package will not replace an attendance book since it makes no provision for entering daily records. Because there are no provisions for entering either attendance or grade information globally, each grade and attendance indicator must be noted individually, even when the same information applies to several students.

USES: Teachers, especially computer novices, will find CLASSMATE a timesaving, uncomplicated aid for computing grades.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: Daily grades may be entered, but not daily attendance.

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Clowning Around
PRODUCER: Learning Technologies COPYRIGHT: 1985
GRADE LEVEL: 2-6 SUBJECT AREA: PS
MODE: D/P,GA OTHER MODES:
TOPICS: Memorization PRICE: 14.95
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: 1 backup per purchase at $10.00
PREVIEW POLICY: 30 day preview
LAB PACK: Yes ITEMS IN LAB PACK: 5 disks
LAB PACK PRICE: 54.95
NETWORK VERSION: Yes NETWORK PRICE: 75.00
SERIES PRICE: 224.55 SERIES ITEMS: 9
SERIES TITLE: Thinking Strategy Series
LICENSING AGREEMENTS: Yes
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE: X
MAC: IBM PC: X TANDY 1000: X OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: CLOWNING AROUND is a cheerful, lighthearted variation of the concentration game, designed to strengthen children's early thinking skills. Players choose from five possible categories the objects for their game--sea creatures, fruits and vegetables, flowers, insects, and human hands (varied by the number of fingers held up). There are enough different items within a category that the program's randomized presentation provides a different game every time a child plays. Each space on the gameboard bears a number from one to twelve (not necessarily in order) to identify its location. A clown, swinging between two columns of numbers to the right of the game board, indicates where each object is placed. After a player has had time to study the arrangement, objects are hidden, and only the numbers show. Students manipulate the clown to point out the numbers on the columns that correspond to the numbers marking locations of the hidden objects. Correct responses produce a smile from the clown, and complete success results in a quick song--if the sound is not turned off. A small pamphlet briefly describes the operation of the program.

STRENGTHS: The program uses colorful graphics, light music (optional), and an unusual assortment of objects to motivate students to improve their memory skills. Although the observation period is brief, there is no time limit on playing a game.

WEAKNESSES: Objects are on view for too short a period for most players to memorize their locations. User control at this point would give the program a wider audience. There is no help segment for students having trouble remembering locations. They must simply enter numbers randomly until they locate objects by trial and error.

USES: In addition to providing practice with simple recall, CLOWNING AROUND is a good tool to demonstrate memorization through pattern recognition. For this purpose, small groups of students work together with each person responsible for a particular part of the game board.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Country Game
PRODUCER: Intellectual Software/Queue COPYRIGHT: 1985
GRADE LEVEL: 5-12,A SUBJECT AREA: SS
MODE: GA,SIM,TU,CMI OTHER MODES:
TOPICS: Geography of the world PRICE: 34.95
MASTER DISKS: 1 BACKUPS: None GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Optional purchase at $10/disk
PREVIEW POLICY: 30 days to requests on letterhead
LAB PACK: Yes ITEMS IN LAB PACK: Small: 5 disks; large: 10 or more copies
LAB PACK PRICE: Small: 3 x retail; large: 50% discount
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: Not available
COMPUTER USED FOR REVIEW: Apple IIe, IIc OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: O GRAPHICS PAD: O PRINTER: O OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: O PADDLES: O
COLOR MONITOR: O JOYSTICK: O MOUSE: O

CONTENT: COUNTRY GAME is a program designed to stimulate users to learn through teaching the computer. Users create files of questions about countries of the world, and the computer tries to guess which country the user has chosen through the questions he/she enters. The computer can only guess countries that have already been taught by other users. The computer asks, "Is it (name of country)?" If the user has another country in mind, the computer will ask for the name of that country and for information that distinguishes it from the country guessed. The program follows a "Twenty-Questions" format, and the user may end the game after any question. The program allows the user to run the program, look at files, or check disk space. It provides room for about 60 user files and can remember a large number of countries.

STRENGTHS: The program is menu-driven allowing the user to run the program, look at files, clear files, or check disk space. Files of about 60 users can be stored, questions can be added at any time, and memory seems to be almost unlimited. Users are required to think about and compare different countries and to put information into the computer. A user may play other users' games or create his/her own. Teachers can check files to evaluate questions. The manual is brief and easy to read.

WEAKNESSES: There are no graphics, only printed material, and there is no reinforcement to encourage the user to continue. The program does not hold user interest well. There is no control against entering incorrect information unless the teacher checks the files, and individual questions cannot be deleted - only an entire user file. Questions must always be phrased so that they can be answered "yes" or "no".

USES: The program can be used by an entire class, a small group, or an individual from grade 5 through high school. It is probably most appropriate for reinforcing basic knowledge. Slower students may be easily frustrated by this game, because of their limited knowledge about countries of the world. Average, above average, and gifted students, however, may find the program challenging as they work to see how many countries they can program into the computer.

RECOMMENDATION: Recommended with reservations.

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Developing Reading Skills for Literature: Macbeth
PRODUCER: Merit AudioVisual COPYRIGHT: 1986
GRADE LEVEL: 8-12 SUBJECT AREA: LA
MODE: D/P, GA, TU, CMI OTHER MODES:
TOPICS: Literature PRICE: 49.95
MASTER DISKS: 6 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION: filmstrip
BACKUP POLICY: $10/disk
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: Varies with package
LAB PACK PRICE: 3 to 7 times list
NETWORK VERSION: Yes NETWORK PRICE: 3xlist
SERIES PRICE: 849.95 SERIES ITEMS: 17
SERIES TITLE: Developing Reading Skills for Literature
LICENSING AGREEMENTS: Yes, 8 x list
COMPUTER USED FOR REVIEW: Apple IIc, IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: X COMMODORE: X
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: MACBETH is a kit including software, a copy of the story, and a filmstrip. The program tests the student's comprehension of the story, using multiple choice questions in twelve levels of difficulty. The questions on the disk test facts about the author, factual recall, fact or opinion, and inference. The program includes a game that uses vocabulary words in a hangman format.

STRENGTHS: The questions are on several different levels. The incorrect response prompts an explanation of why the response is incorrect. The student is asked to try again. The program requires very little teacher intervention. The program allows the teacher to keep teack of student progress. Each question set is personalized with the student information and date of work.

WEAKNESSES: The on-screen instructions are very long. Some vocabulary words were found to be too difficult for the intended remedial readers. Returning to the main menu is difficult. The important events of the play may not be emphasized by the questions.

USES: The program is recommended with reservations for individual student use in vocabulary enrichment and development of reading skills of comprehesion, fact, opinion, and inference.

RECOMMENDATION: Recommended with reservations

PRODUCER'S COMMENT: On-screen instructions have been shortened. A new option has been added which allows the student to restart the disk at the end of each round without rebooting the whole program.

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Developing Reading Skills for Literature: The Iliad
PRODUCER: Merit AudioVisual COPYRIGHT: 1986
GRADE LEVEL: 8-12 SUBJECT AREA: LA
MODE: D/P, TU, CMI, GA OTHER MODES:
TOPICS: Literature, reading comprehension PRICE: 49.95
MASTER DISKS: 6 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Filmstrip
BACKUP POLICY: $10.00/disk
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: Varies with package
LAB PACK PRICE: 3 to 7 times list
NETWORK VERSION: Yes NETWORK PRICE: 3x list
SERIES PRICE: 849.95 SERIES ITEMS: 17
SERIES TITLE: Developing Reading Skills for Literature
LICENSING AGREEMENTS: Yes, 8x list
COMPUTER USED FOR REVIEW: Apple IIc, IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: X COMMODORE: X
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: The ILIAD is a kit including software, a copy of the story, and a filmstrip. The program tests the student's comprehension of the story using multiple-choice questions in twelve levels of difficulty. The questions on the disk test facts about the author, factual recall, vocabulary, and the reading skills of main idea, sequence, fact or opinion, and inference. The program includes a game that uses vocabulary words in a hangman format.

STRENGTHS: The questions are on several different levels. The program requires very little teacher intervention. The on-line documentation is available on the disk for class management. The program allows the teacher to keep track of student progress, and, when the program is rebooted, students are sent to the next appropriate level. The teacher can change the word list in the hangman game.

WEAKNESSES: A reviewer found incorrect punctuation marks. Some vocabulary words were found to be too difficult for the intended remedial readers. Rebooting of the program was necessary to continue with playing the game after finishing part one of the program.

USES: The program is recommended with reservations for individual student use. The program can be used to enrich vocabulary, develop reading skills of comprehension, fact, opinion, and inference.

RECOMMENDATION: Recommended with reservations

PRODUCER'S COMMENT: A new option has been added which allows the student to restart the disk at the end of each round without rebooting the whole program.

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Developing Reading Skills for Literature:The Tell-Tale Heart
PRODUCER: Merit AudioVisual COPYRIGHT: 1986
GRADE LEVEL: 8-12 SUBJECT AREA: LA
MODE: GA, TU, CMI OTHER MODES:
TOPICS: Literature, enrichment, reading skills PRICE: 49.95
MASTER DISKS: 6 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Filmstrip
BACKUP POLICY: $10/disk
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: Varies per package
LAB PACK PRICE: 3 to 7 times list
NETWORK VERSION: Yes NETWORK PRICE: 3xlist
SERIES PRICE: 849.95 SERIES ITEMS: 17
SERIES TITLE: Developing Reading Skills for Literature
LICENSING AGREEMENTS: Yes,8 x list
COMPUTER USED FOR REVIEW: Apple IIc & IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: X COMMODORE: X
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: THE TELL-TALE HEART is a kit including software, a copy of the story, and a filmstrip. The program tests the student's comprehension of the story, using multiple-choice questions in twelve levels of difficulty. The questions on the disk test facts about the author, factual recall, vocabulary, reading skills of the main idea, sequence, fact or opinion, and inference. The program includes a game that uses vocabulary words in a hangman format.

STRENGTHS: The game is fun and instructional. The questions are on several different levels. The progam requires very little teacher intervention. The on-line documentation is available on the disk for class management. The program allows the teacher to keep track of student progress, and, when the program is rebooted, students are sent to the next appropriate level.

WEAKNESSES: A reviewer found some major technical problems, i.e., a misspelled word and the appearance of an error message at the end of the 12th level. Some vocabulary words were found to be difficult for the intended remedial readers.

USES: The program is recommended with reservations for use by individual students for vocabulary enrichment and development of reading skills of comprehension, fact, opinion, and inference.

RECOMMENDATION: Recommended with reservations

PRODUCER'S COMMENT: The vocabulary words used come directly from the story. The teacher may change words and hints in the hangman game with the customizer that is provided.

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Diabetes and Hypoglycemia
PRODUCER: Intellectual Software/Queue COPYRIGHT: 1985
GRADE LEVEL: 7-12,A SUBJECT AREA: HS
MODE: TU,CMI OTHER MODES:
TOPICS: Diabetes,hypoglycemia PRICE: 34.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Optional at $10/disk
PREVIEW POLICY: 30 days to requests on letterhead
LAB PACK: Yes ITEMS IN LAB PACK: Small: 5 disks; large: 10 or more copies
LAB PACK PRICE: Small: 3 x retail; large: 50% discount
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: 8
SERIES TITLE: Health II
LICENSING AGREEMENTS: Not available
COMPUTER USED FOR REVIEW: Apple IIe/c OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: O GRAPHICS PAD: O PRINTER: O OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: PADDLES: O
COLOR MONITOR: O JOYSTICK: O MOUSE: O

CONTENT: DIABETES AND HYPOGLYCEMIA, one of eight tutorial programs in the Health II series, consists of one disk and a teacher's manual. This menu-driven program is designed to provide information about diabetes and hypoglycemia through six modules: Diabetes, Hypoglycemia, Causes, Symptoms and Tests, Complications, and Treatment. Each module consists of easy-to-read background information that the user can read at his/her own pace; this followed by an average of ten multiple-choice questions designed to check the user's comprehension of the information. There is a management component to the program, and a score is presented at the end of each lesson.

STRENGTHS: The program is menu-driven with clear, easy-to-follow directions. The "Escape" key can be used to return to the directions, and the user can go to the questions for a given module at any time during the reading. It is possible to scroll through the text and reread as needed while answering questions. A hint is provided if an incorrect response is given on the first attempt of any question. After a second incorrect response, the correct answer is given without negative comments. A score is presented to the user at the end of each module, and he/she has the option of saving the score. Scores can be saved for several classes on a separate disk.

WEAKNESSES: This program has an excessive amount of reading/text and makes poor use of the computer capabilities (no graphics, no color, no sound). A number of the questions list more than one answer that could be correct. In many instances, the terminology is not current or what is considered to be most acceptable. There are many content errors - misleading and outdated information, factual errors in terms and treatments, etc.

USES: Due to the factual inaccuracies in this program, recommended uses are extremely limited at this time. However, if the inacccuracies were corrected, the program could be beneficial to the student doing research on diabetes or to newly diagnosed diabetics wishing to gain more information about this condition. Although the software is intended primarily for health classes, it could also be helpful for classmates or family members of the newly diagnosed diabetic.

RECOMMENDATION: Not recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Diascriptive Reading I
PRODUCER: Educational Activities COPYRIGHT: 1984
GRADE LEVEL: 2-5 SUBJECT AREA: LA
MODE: D/P, TU OTHER MODES:
TOPICS: Details,inference,main idea,sequence, PRICE: 295.00
MASTER DISKS: 6 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: 1 free with purchase of program
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 10
LAB PACK PRICE: 3 times catalog price
NETWORK VERSION: Yes NETWORK PRICE: 3Xcatal
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple II+, IIc, IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: X COMMODORE: X
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: DIASCRIPTIVE READING I is a reading skills development program designed for students in grades 2-5 and includes multiple-choice practice exercises in the area of inference, main idea, detail, sequence, and vocabulary. This series diagnoses, prescribes, develops students' reading skills, increases comprehension, and evaluates reading skills through the use of six disks.

STRENGTHS: The program is menu-driven and has good documentation and on-line help. The directions are clear, concise, and accurate. The program has excellent diagnostic tests. The summary reports are provided for students and are stored on the disk for printing. It also provides for easy record retrieval. The program requires active student participation and little teacher intervention. It has clear graphics, and it is easy to escape from the program.

WEAKNESSES: The program does not use random order or any branching in presenting information and questions; the same questions are presented in the same order every time the program is run. It is not possible to correct the mistakenly punched keys for a response. The teacher management section, with passwords and separate disks for each function, is inconvenient to use. It takes too much time for record keeping and printing.

USES: The program is recommended with reservations for use in determining the reading skill levels of students and providing remedial exercises for students with problems. This program could be used to keep BSAP records.

RECOMMENDATION: Recommended with reservations

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Discovery!
PRODUCER: Milliken COPYRIGHT: 1986
GRADE LEVEL: 6-12 SUBJECT AREA: SC
MODE: PS OTHER MODES:
TOPICS: Scientific method PRICE: 150
MASTER DISKS: 6 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: N/A
BACKUP POLICY: Free replacement in 90 days; $10 after
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 5 of each disk
LAB PACK PRICE: 75 per disk
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: DISCOVERY! presents ten activities that challenge users to apply scientific reasoning to arrive at correct solutions to hypothetical problems. For example, in "Break the Code," students discern the logical progression of shapes and numbers as they try to decrypt increasingly complex patterns. Every problem is structured to require that students formulate and test hypotheses and monitor the effectiveness of their solutions. Each problem emphasizes specific reasoning skills, such as identification and separation of variables or proportional reasoning. All but one of the problems is presented on three different levels, each level focusing on different concepts and challenging students of varying abilities. An optional record-keeping disk is useful for tracking student progress.

STRENGTHS: Well-conceived activities are constructed to focus on clearly defined reasoning skills. Clever graphics, which include animation and unusual objects, motivate students. Three levels of difficulty in most of the problems challenge even the most able students and motivate users to work up to higher levels.

WEAKNESSES: While all problems in the program can be solved, the teacher's guide does not provide answers or give instructions on how to go about solving the different challenges. To find an answer, teachers, as well as students, will have to use the discovery method. Thus, the program requires substantial time for teacher preparation.

USES: DISCOVERY! can be used to help teachers introduce the problem-solving process and to develop skills related to solving problems in science labs or everyday life. Using a large-screen monitor and taking turns at the keyboard allows a whole class to work through level one as a group. Small groups or individuals can solve problems on the last two levels, using the management system to monitor progress.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: The weaknesses in the DISCOVERY! teacher's guide became apparent immediately after its release and a new version was prepared which answers all of the criticisms covered in your review.

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Early Learning Adventures
PRODUCER: Encyclopedia Britannica COPYRIGHT: 1985
GRADE LEVEL: K-6 SUBJECT AREA: PS, LA
MODE: P/S,GA OTHER MODES:
TOPICS: Problem solving,reading comp.,map skills PRICE: 139.00
MASTER DISKS: 4 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Activity book
BACKUP POLICY: $10.00/disk
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 20
LAB PACK PRICE: 2 times catalog price
NETWORK VERSION: No NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS: Dupl. available
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: P JOYSTICK: O MOUSE:

CONTENT: EARLY LEARNING ADVENTURES is a self-contained package that teaches problem solving, math skills, and reading comprehension, and reinforces map skills. The program progresses in difficulty and promotes conceptual understanding of the matter to be studied. The package also contains four activity books and a teacher's manual.

STRENGTHS: The program is easy to use with excellent graphics. Reading level is appropriate for intended students. No keyboard skills are required to use the program. In the adventure games, successful users must exercise significant reading comprehension to progress. Teacher's manual and related activity books are very helpful.

WEAKNESSES: One of the programs in the package requires a joystick. Some parts of the game seemed illogical, and students may enter choices at random and get tired of guessing or get lost and quit. The graphics seemed to change slowly at times. A wrong answer to a question may take the user back to the very beginning, which can be very frustrating.

USES: The program is recommended for use with individual or small groups of elementary students to teach reading, comprehension, math, and map skills.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: The four programs in Early Learning Adventures are available separately, thereby avoiding the one program that requires a joystick. ($105/3 programs)

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Earthquakes
PRODUCER: IBM COPYRIGHT: 1985
GRADE LEVEL: 8-10 SUBJECT AREA: SC
MODE: TU,D/P OTHER MODES:
TOPICS: Earthquakes PRICE: 44.00
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: N/A
BACKUP POLICY: One may be made
PREVIEW POLICY: None
LAB PACK: No ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: Yes NETWORK PRICE: 330.00
SERIES PRICE: 308.00 SERIES ITEMS: 7
SERIES TITLE: IBM Earth Science Series
LICENSING AGREEMENTS: Yes
COMPUTER USED FOR REVIEW: IBM PC OPERATING SYSTEM: DOS 2.1 MEMORY: 128K
APPLE: IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS: IBM PS/2 Fam
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: R JOYSTICK: MOUSE:

CONTENT: EARTHQUAKES provides an introduction to the causes and effects of movement of the Earth's crust. Divided into two tutorial sections and two quizzes, the program uses on-screen text supplemented by colorful graphics to present information about a wide range of topics related to earthquakes. "Earthquake Tutorial," composed of seven brief lessons, covers the causes of earthquake activity: volcanic activity, seismic activity, and atomic explosions. Two methods of categorizing earthquakes, Modified Mercalli and Richter scale, are introduced and illustrated. "Earthquakes Impact on People," composed of six short lessons, examines the damage caused by earthquakes. The program draws on accounts of major earthquakes from the past to emphasize their catastrophic impact on man-made structures. Both parts of the program present information in a similar manner: a series of short, textual explanations of a topic is illustrated with graphics that occasionally include animation. After the program introduces a main idea, a review question appears. Students have one chance to answer correctly before the program displays the correct answer and a brief explanation. Two quizzes are available covering both tutorial segments.

STRENGTHS: Excellent graphics and clear explanations give users an informative overview of earthquakes. Important terms are highlighted in different colors to draw students' attention. Users can review previous screens of information at will.

WEAKNESSES: The program lacks a system for reporting student progress to instructors. Students will likely realize that they do not need to answer questions correctly to make the program proceed; likewise, incorrect answers on review questions or quizzes have no adverse effect on progress through the program. Although atomic explosions are named as one of the three causes of earthquakes, the topic is never discussed.

USES: Shown on a large monitor, EARTHQUAKES can be used with groups to introduce major topics related to earthquakes, as well as with individuals working independently on microcomputers.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Eastern U.S.
PRODUCER: Mindscape COPYRIGHT: 1986
GRADE LEVEL: 5-8 SUBJECT AREA: SS
MODE: GA,P/S,TU OTHER MODES:
TOPICS: Geography of eastern United States PRICE: 39.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Included in package
PREVIEW POLICY: 30 days for entire series only
LAB PACK: Yes ITEMS IN LAB PACK: 5 disks
LAB PACK PRICE: 100.00
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: 150.00 SERIES ITEMS: 4 pkgs
SERIES TITLE: Social Studies Explorer Series
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: N/A MEMORY: 64K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: X OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: P JOYSTICK: MOUSE:

CONTENT: In EASTERN U.S., the user is transported to an undisclosed state. Users receive help in discovering their locations through program readable commands and "interviews" with regional people, along with sensory cues-- "listen", "taste", "read," and "smell." The user must identify the specific location, given by a picture at the top of the screen; then, if he/she correctly answers two additional questions about the location, the user may proceed to the next location. Both beginning and advanced levels can be set. With the advanced level, which may require outside research, the user must list two clues to support his/her answers.

STRENGTHS: This program, which has automatic start-up, can be stopped at any time and restarted at a later time at the same location. Teacher options include choosing the state where the game will begin, selecting either beginner and advanced levels, and saving up to 50 games on disk. Good documentation includes student worksheets and suggested classroom uses. Graphics represent key people/scenes in the search routine, with women often portrayed in nonstereotypical roles, such as astronauts and surgeons. Critical-thinking and problem-solving skills are required, and simple misspellings are often interpreted.

WEAKNESSES: The fact that the program is command-driven was identified as a major weakness. Although the approach to geography is interesting, the program is complicated, and instructions are unclear. Reinforcement is poor, and correct answers are not given when a question is missed. In addition, many of the questions were identified as irrelevant and trivial.

USES: This program is appropriate for inquiry skills development in fifth to eighth grades and might best be used with small groups or individuals or to stimulate larger group discussions. It could be used as an enrichment activity by individual students, as well.

RECOMMENDATION: Recommended with reservations

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Election Simulation
PRODUCER: Intellectual Software/Queue COPYRIGHT: 1983
GRADE LEVEL: 10-12,A SUBJECT AREA: SS
MODE: SIM OTHER MODES:
TOPICS: Political science, elections PRICE: 45.00
MASTER DISKS: 1 BACKUPS: None GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Optional purchase $10/disk at any time
PREVIEW POLICY: 30 days to requests on letterhead
LAB PACK: Yes ITEMS IN LAB PACK: Small pack: 5 disks; Large: 10 or more
LAB PACK PRICE: Small: 3 x retail; Large: 50% discount
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: Not available
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: O GRAPHICS PAD: O PRINTER: P OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: O PADDLES: O
COLOR MONITOR: O JOYSTICK: O MOUSE: O

CONTENT: ELECTION SIMULATION is a program based on an election involving the major political parties in Great Britain and four differing classes of constituents. The user chooses a constituency and a course of action based on preprogrammed data, such as the policies of each party, characteristics of voters, and voter behavior. Based on the data selected, the computer determines the winner in a simulated election.

STRENGTHS: Students are provided with hands-on experience in exploring different political policies and in interpreting election data. The type of data used could also help students determine the information needed to do a similiar analysis of their own.

WEAKNESSES: This program has no specific instructional purpose and requires a thorough understanding of the role of parties, constituents, and the election process prior to use. A printer is required for reporting the results of the election.

USES: This program can be used for enrichment for average or above average high school students who have studied the American political process indepth in government or US History classes. The program could provide the basis for running a mock election.

RECOMMENDATION: Recommended with reservations

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Fairy Tales
PRODUCER: Intellectual Software/Queue COPYRIGHT: 1984
GRADE LEVEL: 2-3 SUBJECT AREA: LA
MODE: CMI OTHER MODES:
TOPICS: Fairy tales, reading PRICE: $29.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $10.00/disk
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: Varies
LAB PACK PRICE: Varies
NETWORK VERSION: No NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: Apple II+, IIc, IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: FAIRY TALES uses three stories--Little Red Riding Hood, the Three Little Pigs, and The Jack and the Beanstalk--to give second and third graders the opportunity to read the stories and choose either A or B answers. One of the choices is the traditional fairy tale ending, while the other choice gives the child an opportunity to create his or her own ending using preprogrammed options.

STRENGTHS: The program promotes creativity and reading. The students are never discouraged with negative feedback, as there is never a wrong answer. Stories are entertaining, suspenseful, and easy to read.

WEAKNESSES: The program does not use graphics. The management system is faulty. If the student chooses to vary the traditional story, the management system tallies it as an incorrect response, giving a lower percentage correct. In places, the program does not finish the story. There is a wait period ranging from 15 seconds to more than a minute for information to appear on the screen one letter at a time. There is no way to turn off the sound.

USES: The program is not recommended by the reviewers, but can be used with second and third graders for creative writing and reading.

RECOMMENDATION: Not recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Fantavision
PRODUCER: Broderbund COPYRIGHT: 1985
GRADE LEVEL: 4-12 SUBJECT AREA: AE
MODE: UP OTHER MODES:
TOPICS: Drawing, animation PRICE: 49.95
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: N/A
BACKUP POLICY: None stated
PREVIEW POLICY: None stated
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: None stated
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: N/A MEMORY: 64K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: O PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: O MOUSE: R

CONTENT: FANTAVISION is a highly motivating, sophisticated graphics tool with which one creates and views animated graphics. The process is similar to creating animated motion pictures: the artist designs images one frame at a time, with each image differing slightly from the previous one. Shown in rapid sequence, images appear to be in motion. FANTAVISION automatically produces the necessary transitional images between user-created scenes; thus, it frees users from much of the tedium of creating a multitude of similar drawings to produce a fluid sequence. Students use a joystick, KoalaPad, or mouse to design their scenes on a blank work space flanked by icons that represent various drawing, coloring, and editing aids. A users' manual provides instructions in a tutorial mode and explains the more complex functions of the program.

STRENGTHS: The program is easy to get into, but challenges experienced users because of its complexity and numerous options. It provides an outstanding environment for teaching and experimenting with graphics and animation.

WEAKNESSES: A more detailed glossary would permit more students to run the program independently. As it is, several terms and concepts are unfamiliar to users.

USES: This program supports instruction in art classes and is also an excellent tool for extending activities in creative writing and drama.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Game of Presidents
PRODUCER: Intellectual Software/Queue COPYRIGHT: N/A
GRADE LEVEL: 5-12 SUBJECT AREA: SS
MODE: GA,TU OTHER MODES:
TOPICS: American Presidents PRICE: 34.95
MASTER DISKS: 1 BACKUPS: None GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Optional purchase at $10/disk at anytime
PREVIEW POLICY: 30 days to requests on letterhead
LAB PACK: Yes ITEMS IN LAB PACK: Small: 5 disks; Large: 10 or more copies
LAB PACK PRICE: Small: 3 x retail; Large: 50% discount
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: Not available
COMPUTER USED FOR REVIEW: Apple IIe and IIc OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: O GRAPHICS PAD: O PRINTER: O OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: O PADDLES: O
COLOR MONITOR: O JOYSTICK: O MOUSE: O

CONTENT: GAME OF PRESIDENTS is a menu-driven, "Twenty-Questions"-type game designed to stimulate the user to learn by "teaching" the computer. The user enters questions about American presidents that can be answered by "yes" or "no" responses. The computer remembers (saves) these questions, answers from one game to the next, and uses them in "guessing" which president the user has in mind. The computer can only guess presidents that have already been placed in the program. The program offers the option of storing data so that users can continue to "teach" the computer at more than one session, and files can be examined or deleted at any time.

STRENGTHS: The game is motivating, and the program requires very little instruction and no teacher assistance, once the student understands the format. The complexity of the game content is determined by the level of the questions entered by the students. Data can be stored so that students can continue to teach the computer at more tnan one session. Also, all of the presidents can be incorporated into one game.

WEAKNESSES: Instructions are given too quickly with no mechanism for student pacing, and the teacher's manual is poorly presented. The program makes no use of graphics, and there is no reinforcement and no means for recording correct/incorrect scores. Correct prior knowledge of the presidents is necessary for a student to play the game.

USES: The program could be appropriate for grades 3-8 for either individual students or in small group situations.

RECOMMENDATION: Recommended with reservations

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Game of States
PRODUCER: Intellectual Software/Queue COPYRIGHT: 1985
GRADE LEVEL: 5-12 SUBJECT AREA: SS
MODE: GA,TU,D/P,CMI OTHER MODES:
TOPICS: U.S. geography PRICE: 34.95
MASTER DISKS: 1 BACKUPS: None GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Optional purchase at $10/disk at anytime
PREVIEW POLICY: 30 days to requests on letterhead
LAB PACK: Yes ITEMS IN LAB PACK: Small: 5 disks; Large: 10 or more copies
LAB PACK PRICE: Small: 3 x retail; Large: 50% discount
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: Not available
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: O GRAPHICS PAD: O PRINTER: O OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: O PADDLES: O
COLOR MONITOR: O JOYSTICK: O MOUSE: O

CONTENT: GAME OF STATES is a one disk, menu-driven guessing game similiar to "Twenty Questions," designed to stimulate students to learn by "teaching" the computer. The computer prompts the user to enter a "yes" or "no" question about a state selected either by the teacher or the student. Based on the question entered, it then tries to guess the state. The computer guesses only once, then asks the user to reveal the chosen state. The user must also enter another clue (question) about the state, after which the computer reports that it now knows the state. The computer "remembers" the questions and answers from one game to the next and uses this information to try to guess the next state selected.

STRENGTHS: This menu-driven program has automatic start-up. Little or no teacher intervention is needed, and on-line documentation is clear and concise. Questions can be added or deleted at anytime. Approximately 60 student files can be stored, allowing the teacher to review student activities. The level of the questions is determined by the user. The program requires decision making, and the student is required to create his/her own clues based on knowledge of the states.

WEAKNESSES: The program makes no use of sound or graphics and has no reinforcement to encourage the student to continue. It did not hold the students' interest well. (However, one evaluator felt that "the more one plays it, the more interesting it becomes.")

USES: This program is appropriate for either an individual or a small group, but users should be at least 5th graders. It can be used as drill-and-practice/reinforcement of basic knowledge of U.S. geography.

RECOMMENDATION: Recommended with reservations

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Halley Project, The
PRODUCER: Mindscape COPYRIGHT: 1985
GRADE LEVEL: 9-12 SUBJECT AREA: SC
MODE: SIM,GA OTHER MODES:
TOPICS: Solar System PRICE: 49.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 2
OTHER DOCUMENTATION: Cass.,star map
BACKUP POLICY: $10.00 + $1.50 shipping
PREVIEW POLICY: No
LAB PACK: Yes ITEMS IN LAB PACK: 5 disks
LAB PACK PRICE: 125.00
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: N/I MEMORY: 64K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE: X
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS: Atari,Amiga
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: P JOYSTICK: O MOUSE:

CONTENT: In THE HALLEY PROJECT students undertake a top secret mission to the planets and moons of the solar system. An audiocassette simulating a classified radio transmission and a printed mission dossier outline the task of piloting a scout ship from a secret base inside the tail of Halley's Comet to various assigned destinations. To carry out missions, users must scan the solar system for distance and general location of their destination, then find a specific target by identifying it among the stars shown on a viewing screen. A star chart is provided so users can locate targets by comparing the map to the visible stars. Upon arrival near the target, students must successfully pilot their ship into the landing area without crashing on the planet/moon's surface. Users work through ten progressively more difficult missions.

STRENGTHS: The program features outstanding graphics that are authentic and accurate. Users become familiar with the planets and moons within the solar system and the relative distances between them. The clues in the higher levels of the game require users to do research into the characteristics of the solar system. Use of the star chart helps students become more familiar with the shape and location of constellations. The game is very exciting to play, with many nice touches that help students imagine themselves as cosmic adventurers.

WEAKNESSES: The program has a high level of complexity, which makes mastering the tenth level very time-consuming. The amount of time spent working through the program is too great compared to the importance of the content. Overly difficult landings may discourage some students. The most aggressive weakness of the program is its use of raucous sound, particularly at the beginning of the program when the sound level will draw the attention of anyone in the same room.

USES: The program provides reinforcement of classroom lessons on the solar system, space flight, navigation, and the constellations in situations where time is not a constraint. It is not appropriate for the study of Halley's Comet.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: The Commodore and Atari versions require a joystick.

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: How Can I Find It If I Don't Know What I'm Looking For
PRODUCER: Sunburst COPYRIGHT: 1985
GRADE LEVEL: 4-12 SUBJECT AREA: LM
MODE: OTHER MODES:
TOPICS: Reference skills PRICE: 65.00
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Backup included
PREVIEW POLICY: 30 day loan
LAB PACK: Yes ITEMS IN LAB PACK: 10 disks
LAB PACK PRICE: 195.00
NETWORK VERSION: yes NETWORK PRICE: 195.00
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: HOW CAN I FIND IT IF I DON'T KNOW WHAT I'M LOOKING FOR? will assist students, already familiar with their media center's organization, to identify and use a variety of resources in their school media center. Through the menus, users select a broad topic, narrow their focus to a specific aspect of that topic, and then select from the list of possible reference sources shown on the screen. The sixteen broad topics covered are people, places, history, science and technology, sports, world records, hobbies, careers, music, art, religions, government and politics, literature, English language, foreign languages, and entertainment. The reference books listed throughout the program are representative of those appropriate to a middle school library collection. Librarians may keep, add, or delete titles to adapt the program to their collections.

STRENGTHS: This program is easy for students to use and for librarians to modify. The editing feature, fully explained in the guide, makes this package readily functional for any media center.

WEAKNESSES: The editing function does not provide a way to change or add to the sixteen searchable topics and their subtopics. It would have been useful to be able to add new subjects for the avalanche of requests during speech or term paper seasons.

USES: The program offers a modern method to introduce students to a wide range of media center print and nonprint items. Librarians and teachers combating "encyclopediaitis" will find this particularly helpful. This program also introduces students to retrieving information from a data base. If the subject categories are adequate, media centers with limited staffing may be able to provide better service as some students will be able to search for material independently.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: It's No Game
PRODUCER: Educational Activities COPYRIGHT: 1986
GRADE LEVEL: K-4 SUBJECT AREA: HS
MODE: SIM,GA OTHER MODES:
TOPICS: Safety PRICE: 49.95
MASTER DISKS: 1 BACKUPS: N/I GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: 1 free backup with purchase
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 10 disks, 1 documentation
LAB PACK PRICE: 3 times catalog price
NETWORK VERSION: Yes NETWORK PRICE: 3x list
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: DOS MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: IT'S NO GAME simulates six situations in which children must determine courses of action most likely to assure their personal safety. A game format encourages players to consider seriously what actions and attitudes help them avoid circumstances that could lead to physical abuse or exploitation. Within a given situation, children are faced with several decision points when they must choose one of two suggested actions. A text message explaining why a decision is appropriate follows each response. All simulations follow the same format: students define a character to act out a problem. Each problem is broken into several discreet steps, and players choose the appropriate behavior at each step from two options. The first situation, for example, involves a youngster who thinks a stranger is following him as he walks down a city sidewalk. Other scenes illustrate responding to adults' requests that upset a child and answering the telephone when parents are not at home. A record-keeping system holds up to forty records to track students' progress through the program. The teacher's guide provides discussion starters and follow-up activities and suggests other resources. Four reproducible worksheets support the lessons.

STRENGTHS: Attention-getting action scenes help students visualize situations, and the immediate feedback reinforces correct reactions to potentially dangerous incidents.

WEAKNESSES: Each lesson follows the same sequence, offering no variation in situations or pattern of answers. This leaves little incentive for repeat uses.

USES: IT'S NO GAME reinforces classroom and home discussion about personal safety. It helps students develop the self-confidence needed to follow their instincts or to seek help when faced with an uncomfortable situation. Discussions of the incidents help children to understand why some occasions require behavior that may seem impolite or aggressive.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Life Science Data Base
PRODUCER: Scholastic COPYRIGHT: 1984
GRADE LEVEL: 6-12 SUBJECT AREA: SC
MODE: P/S OTHER MODES:
TOPICS: Life sci: animals,systems,bird migration PRICE: 125.00
MASTER DISKS: 6 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Activity,Glossa
BACKUP POLICY:
PREVIEW POLICY: 30 days
LAB PACK: No ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: No NETWORK PRICE:
SERIES PRICE: SERIES ITEMS: 7
SERIES TITLE: Scholastic PFS: Curriculum Data Bases
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: MEMORY: 64K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: P OTHER: PFS:File
2ND DISK DRIVE: P TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: The LIFE SCIENCE DATA BASE package contains three data bases: Animals, Biological Systems, and Bird Migration. Each data base consists of three files. Guided activities within these files lead students through explorations of data relationships. Students are encouraged to form and test their own hypotheses as they analyze the materials presented. Teachers and students can also create their own data files or add data to existing files. Students are taught to use the data base firstand then problem-solving techniques. This is done by guiding students in selecting records with common critical information. Students can then proceed to use what is learned either to refine and focus the research or to develop reports by processing the information.

STRENGTHS: The program can be used in many ways to teach a variety of skills in different subject areas; the scope is limited only by the imagination of teachers and students. The program is easy to use. The teacher's manual gives clear instructions on using the data base and printer and on forming additional data files.

WEAKNESSES: Start-up requires the PFS file/report program which, if not already available, adds considerably to the initial cost of the package. PFS file is a friendly, but obsolete, piece of software, and the data search is slow. Some inaccuracies in the subject matter were noted.

USES: This data base program is recommended with reservation for students in grades 6-12 to teach research and problem-solving techniques and the use of data bases.

RECOMMENDATION: Recommended with reservations

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: MECC DataQuest: The Fifty States
PRODUCER: MECC COPYRIGHT: 1986
GRADE LEVEL: 5-12 SUBJECT AREA: SS
MODE: OTHER MODES: Database info system
TOPICS: Geography of 50 states,American history PRICE: 49.00
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Free with purchase
PREVIEW POLICY: 30-day
LAB PACK: Yes ITEMS IN LAB PACK: 5 disks
LAB PACK PRICE: $89.00
NETWORK VERSION: Yes NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: MECC Computing & Information Collection
LICENSING AGREEMENTS: MECC membership
COMPUTER USED FOR REVIEW: Apple IIe, IIc OPERATING SYSTEM: N/A MEMORY: 64K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: MECC DATAQUEST: THE FIFTY STATES, a single-disk, menu-driven information-management packet, allows students to access, display, organize, manipulate, and evaluate information. Students practice these skills using a diverse computerized file of information on all 50 states. Data ranges from the state's area and population to its chief manufactured goods, produce, livestock, and minerals. The program helps develop awareness of procedures for accessing electronically stored information and helps promote questioning, searching and hypothesizing skills. The data base contains three menus: a main menu, a search menu to provide access to information about the states, and a report menu, which lists 43 reportable catagories.

STRENGTHS: This automatic start-up, menu-driven program has clear, concise directions that are appropriate for the intended users; it contains current information and makes good use of color, sound, and graphics. Very little teacher help or intervention is needed. The documentation is well organized and includes suggestions for the teacher, student notes, and reproducible worksheets. Student data is stored and is easily retrieved either on screen or on a printer. Occasional prompts on screen aid the novice data base user. There as easy access to and exit from the program.

WEAKNESSES: The program is limited to "built-in" data, with no provisions for additions. It will not handle "OR" search conditions, and there is no easy comparison of data since the display format is not side-by-side.

USES: This package presents a good introduction to data base use for the beginner. It can be used to reinforce social studies classroom material or for research, but is probably most useful for students who have done some previous research projects. The most appropriate teaching situation is with an individual user or a small group. It may also be used in a mathematics class as a basis for statistics.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: "OR" searches can be conducted in many of the non-numerical categories.

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: MECC Mastering Math Series (Instructional Programs)
PRODUCER: MECC COPYRIGHT: 1985
GRADE LEVEL: 1-5 SUBJECT AREA: MA
MODE: D/P OTHER MODES:
TOPICS: Addition, subtraction, mult., division PRICE: 55.
MASTER DISKS: 7 BACKUPS: 7 GUIDE/MANUAL: 1per title
OTHER DOCUMENTATION:
BACKUP POLICY: Free backup with original disk
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 5 of each disk, 1 manual
LAB PACK PRICE: 99.00 per program
NETWORK VERSION: Yes NETWORK PRICE:
SERIES PRICE: 400.00 SERIES ITEMS: 10
SERIES TITLE: MECC Mastering Math
LICENSING AGREEMENTS: MECC membership
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: N/A MEMORY: 64K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS: Apple IIgs
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: Description of individual titles.

EARLY ADDITION. Grades 1-3. Eight objectives cover two and three one-digit addends with sums up to 18 and addition of 0 to a two-digit addend.

CIRCUS MATH. Grades 2-3. Thirteen objectives deal with addition of three one-digit addends with sums greater than 10, two two-digit addends with sums up to 100, three two-digit addends with sums up to 1,00, two addends that are multiples of 100 or 1,000, and two three-digit addends with sums to 1,000. No regrouping is required.

ADDITION LOGICIAN. Grades 2-4. Ten objectives require regrouping with two, three, and four two-digit addends and four three-digit addends.

SPACE SUBTRACTION. Grades 1-3. Ten objectives cover one-digit and two-digit minuends with one-digit subtrahends and subtraction of one-, two-, and three-digit numbers as both minuends and subtrahends. No regrouping is required.

SUBTRACTION PUZZLES. Grades 3-4. Seven objectives deal with subtracting one- and two-digit subtrahends from two- and three-digit minuends and subtracting three digits from three digits. Regrouping is required.

MULTIPLICATION PUZZLES. Grades 3-5. Sixteen objectives focus on one-digit factors times one-, two-, and three-digit factors (three-digit factors in multiples of 100 only) and one-digit factors times two-and three-digit factors. Some regrouping is required.

QUOTIENT QUEST. Grades 4-5. Seventeen objectives deal with divisors of 1 and quotients of 0; division resulting in a quotient of 1; and one-digit divisors into two-, three-, and four-digit dividends with and without remainders.

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: MECC Mastering Math Series (Utility Programs)
PRODUCER: MECC COPYRIGHT: 1985
GRADE LEVEL: Adult SUBJECT AREA: MA
MODE: UP OTHER MODES:
TOPICS: Management system for Mastering Math PRICE: 35-45
MASTER DISKS: 3 BACKUPS: 3 GUIDE/MANUAL: 3
OTHER DOCUMENTATION:
BACKUP POLICY: Free with package purchase
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 5 sets of disks, 1 documentation
LAB PACK PRICE: 99.00
NETWORK VERSION: Yes NETWORK PRICE: N/A
SERIES PRICE: 400.00 SERIES ITEMS: 10
SERIES TITLE: Mastering Math Series
LICENSING AGREEMENTS: MECC membership
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: N/A MEMORY: 64K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS: Apple IIgs
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: The MASTERING MATH SERIES includes 3 disks designed to help teachers place, manage, and track students working through the MASTERING MATH SERIES. The DIAGNOSTIC SYSTEM creates and administers pretests that cover objectives found in the series to help teachers determine students' correct entry level. The format of the pretest is the same as the MASTERING MATH programs without the motivational games. If a student does not score well on specific objectives covered in the pretest, the program will specify the subprogram in MASTERING MATH that contains those objectives that need practice. The diagnostic disk holds up to 100 student records. Records of student performance can be viewed on-screen or printed out. The MANAGEMENT SYSTEM disk allows teachers to enter 24 students names per class, to create assignments, and to check student progress. Student records include the name of the subprogram, the operation practiced, the number of times the student has tried to master the subprogram, and whether he/she has mastered the objectives. With the MATH WORKSHEET GENERATOR, teachers select the topic and specific objectives to be covered in paper-and-pencil exercises. Worksheets can have from 15 to 40 problems and worksheets may be saved to disk for later use. Answer sheets can be printed to accompany worksheets.

STRENGTHS: These utility disks greatly reduce the time teachers need to determine students' proficiencies and review their progress.

WEAKNESSES: The program selects the specific objectives to be included on diagnostic tests, and teachers have no way to know in advance exactly what will be included.

USES: By centralizing all records onto a single management disk, teachers can quickly and easily structure effective math lessons. The worksheet generator saves hours of drudgery and guarantees that specific objectives are covered.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

MECC'S MASTERING MATH series contains seven drill-and-practice programs covering basic math skills. These deceptively simple programs are designed around a solid core of well-defined instructional objectives. The series is organized into seven individual programs each of which covers a broad topic, e.g., addition with regrouping, at progressively difficult levels. On each program disk, five or six subprograms cover more finely specified objectives. Problems representing particular objectives are incorporated into the lessons according to a percentage formula planned to assure thorough coverage and regular reinforcement. Colorful animated graphics and entertaining games motivate youngsters to complete their work successfully. Games become increasingly sophisticated as the content of the lessons become more advanced. In more advanced games, players must use problem-solving techniques, logic, and deduction. Each disk has a management component, which allows teachers to review scores, print out records, and adjust the speed of some games. A separate three-disk teacher management system for the series is covered in a separate review. A detailed, comprehensive teacher's guide accompanies each individual program.

STRENGTHS: The series uses a well-structured approach to help students achieve proficiency in a wide range of basic math skills. Colorful animated graphics and entertaining games motivate students, and the well-planned instructional design appeals to teachers. Teachers also appreciate the easy-to-use management system that monitors students' progress. The program meets the needs of students working at widely varying levels, especially since the reward games can be turned off by the teacher to make lessons run faster and appear less elementary.

WEAKNESSES: No significant weaknesses were noted by the evaluators.

USES: This series provides excellent follow-up application exercises for individual students after classroom instruction. With or without the reward graphics, it is useful for students in need of additional practice on specific math objectives.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Market Place, The
PRODUCER: MECC
GRADE LEVEL: 3-7 SUBJECT AREA: SS COPYRIGHT: 1986
MODE: SIM,TU OTHER MODES:
TOPICS: Economics/price and income
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1 PRICE: 59./55.
OTHER DOCUMENTATION:
BACKUP POLICY: Free with purchase
PREVIEW POLICY: 30-day
LAB PACK: Yes ITEMS IN LAB PACK: 5 disks
LAB PACK PRICE: 99.00
NETWORK VERSION: Yes NETWORK PRICE: 4 X pkg
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: MECC membership
COMPUTER USED FOR REVIEW: Apple IIe, IIc OPERATING SYSTEM: DOS 3.3 MEMORY: 64K
APPLE: X IBM PCjr: TRS-80 MODEL 4: X COMMODORE: X
MAC: IBM PC: X TANDY 1000: X OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: P JOYSTICK: MOUSE:

CONTENT: THE MARKET PLACE is a menu-driven program of three simulations that teach economic principles. The segments are sequenced so that the third selection builds upon the accumulated experience from the previous two. The first simulation allows the user to determine the best price for selling an item based on daily earnings. The second emphasizes the function of advertising. The third simulation allows the user to see the combined effect of advertising and price in the market place. The user enters data from the keyboard, and the program provides feedback about the student's decisions.

STRENGTHS: This program is menu-driven with automatic start-up. Graphics and presentations are excellent and provide needed support for a realistic simulation. The screen layout is consistent and attractive, with excellent integration of color, sound, and graphics. Detailed instructions, available to the student at the beginning of each module, include useful definitions. Reinforcement is offered throughout each simulation, and students can immediately see the results of their decisions. Well-designed documentation includes suggestions for teacher and student activities, as well as "top quality" student handouts. Student data can be saved onto another disk.

WEAKNESSES: The only weakness identified for this program was an inconsistency in style for input of money amounts (cents vs dollars).

USES: This program can be used successfully by individuals or small groups in most elementary classrooms to discover simple relationships between profit and other market-place factors. Uses could be extended to include 7th and 8th grade programs and for remediation for older students. This program provides an excellent review of basic economic concepts. A class discussion following computer use is recommended.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: By using both cents and dollars, the program reinforces that there are two ways to represent a given amount of money.

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Newberry Winners - My Side of the Mountain
PRODUCER: Sunburst COPYRIGHT: 1982
GRADE LEVEL: 3-7 SUBJECT AREA: LA
MODE: D/P OTHER MODES:
TOPICS: Reading comprehension PRICE: 29.00
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 2
OTHER DOCUMENTATION: 1 Novel
BACKUP POLICY: Backup diskettes available for $15 each.
PREVIEW POLICY: 30 days
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: 315.00 SERIES ITEMS: 15
SERIES TITLE: Newberry Winners Series
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 32K
APPLE: IBM PCjr: TRS-80 MODEL 4: X COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: NEWBERRY WINNERS - MY SIDE OF THE MOUNTAIN is an elementary to middle grade language arts program that focuses on reading comprehension, sequencing skills, and vocabulary development. This package consists of the novel, My Side of the Mountain, a study guide, and a computer program that provides drill-and-practice activities based on the novel. The student must first read the novel, use a dictionary to look up vocabulary words, and then run the computer activities for reinforcement. There are four computer activities: 1) a comprehension drill, 2) a vocabulary drill, 3) a sequencing drill, and 4) a puzzle game.

STRENGTHS: This program is menu-driven and requires little or no teacher intervention. It provides immediate feedback and some help. A performance summary is given after completion of each activity. A printout of correct and incorrect reponses can be obtained.

WEAKNESSES: Teacher support material is not adequate. It is not clear how to return to the main menu from the middle of an activity. No graphics are provided.

USES: This program is appropriate for elementary and lower middle grade language arts and reading classes. It also is appropriate for elementary and middle grade library classes for reading motivation. The program is designed for individual use.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Microcourse Reading: Study Skills
PRODUCER: Houghton Mifflin COPYRIGHT: 1984
GRADE LEVEL: 3-8 SUBJECT AREA: LA
MODE: D/P OTHER MODES:
TOPICS: Reference materials/organizing info. PRICE: 225.00
MASTER DISKS: 10 BACKUPS: 10 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Resource book
BACKUP POLICY: Provided with program upon purchase
PREVIEW POLICY: 30 days with purchase order
LAB PACK: Yes ITEMS IN LAB PACK: 10 copies of each master disk
LAB PACK PRICE: 399.
NETWORK VERSION: Yes NETWORK PRICE: 675.00
SERIES PRICE: 798.00 SERIES ITEMS: 4
SERIES TITLE: Microcourse: Reading
LICENSING AGREEMENTS: N.A.
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 64K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: X GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: STUDY SKILLS is a drill-and-practice program that covers procedures on using reference materials and organizing materials. Since the objectives are supplemental practice on basic reading skills, each topic has a pretest, practice, and posttest, which may be used in any order. The computer evaluates the items on the test and suggests more practice or a passing grade (80%). Using reference materials provides practice in the following areas: understanding the alphabetical sequence used in the dictionary, choosing the correct dictionary definition, using the dictionary pronunciation key, using the card catalog to select resources, and using the encyclopedia and index. Using organizing information provides practice in the following areas: identifying the topics of a paragraph, identifying subtopics and relevant details, organizing topics in outlines, organizing details in an outline, and following directions.

STRENGTHS: The program has automatic start-up, easy access and exit, and clear and accurate directions. The program is flexible and has a controllable pace/level. The instructional design is factual and current. The program requires decision making and allows on-line reports for the student. The support materials include a graphic disk, chart for scoring, and activities.

WEAKNESSES: STUDY SKILLS uses an 80-column format, which may not be suitable for most students in the lower grade levels. The reading level is too high for lower level students. The program does not give the user any feedback on questions missed, and test results cannot be stored on the disk. The graphics on the optional graphics disk are repetitious and add little to the program.

USES: STUDY SKILLS could be used with upper elementary through junior high students.

RECOMMENDATION: Not recommended

PRODUCER'S COMMENT: Test results for the last two student sessions are recorded for teacher's retrieval.

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Practical Grammar I Series
PRODUCER: Intellectual Software/Queue COPYRIGHT: 1983
GRADE LEVEL: 7-12,A SUBJECT AREA: LA
MODE: TU OTHER MODES:
TOPICS: Various concepts of grammar PRICE: 275.00
MASTER DISKS: 13 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: 1 text
BACKUP POLICY: Available for 10 dollars per disk
PREVIEW POLICY: 30 with purchase order
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: No
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: PRACTICAL GRAMMAR I is a middle grade to high school language arts program that offers tutorial activities that correlate to specific chapters in the text, PRACTICAL GRAMMAR. The activities cover a wide variety of concepts of grammar, including the parts of speech, sentences, and sentence patterns. The user selects a lesson from a menu and can complete a lesson in approximately 15 minutes.

STRENGTHS: This program offers automatic start-up and is menu-driven. The directions are clear and concise. Immediate feedback and tutorials are provided. A management system stores student records.

WEAKNESSES: No graphics are used. No reward activities are provided following the successful completion of an activity.

USES: This program is appropriate for middle grade and high school language arts students. It is best used by individuals, but could be used in a small group (2-3). It also could serve as remediation material for college and adult education classes.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Oregon Trail, The (No. A-157)
PRODUCER: MECC COPYRIGHT: 1985
GRADE LEVEL: 4-12 SUBJECT AREA: SS
MODE: SIM,P/S,GA OTHER MODES:
TOPICS: History of US western expansion PRICE: 49.00
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Free with purchase
PREVIEW POLICY: 30-day
LAB PACK: Yes ITEMS IN LAB PACK: 5 disks
LAB PACK PRICE: 89.00
NETWORK VERSION: Yes NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: MECC membership
COMPUTER USED FOR REVIEW: Apple IIe, IIc OPERATING SYSTEM: N/A MEMORY: 64K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: P JOYSTICK: MOUSE:

CONTENT: THE OREGON TRAIL is a simulation of the wagon train journey from Independence, Missouri, to Oregon City, Oregon, in the pre-gold rush years of American history. The trip, based on diary accounts, documents, and historical research, reflects typical experiences of overland emigrants going west during this period. Users develop group participation skills before and during their "journey," as they make decisions such as occupation, supplies to purchase, when to stop and rest, how to ration food, and the best way to cross rivers. An arcade-type hunting trip or trading along the way allow the group to replenish dwindling supplies. Points are based on the profession chosen and on the number of survivors and the amount of supplies used to reach Oregon.

STRENGTHS: The program has automatic start-up, is menu-driven, provides for easy escape, and requires little or no teacher intervention. On-screen directions are clear and easy to follow and provide options for advice. Sound and color graphics are excellent, and instructions are given for sound regulation and color adjustment. Decisions can be made on such options as trading, hunting, and changing pace and/or food consumption along the way. The manual is excellent, offering both teaching suggestions and student activity worksheets.

WEAKNESSES: It may take longer than a typical 50-minute class period to complete the journey, and the journey's progress cannot be saved for continuation later. Also, there is no feedback regarding poorly made decisions.

USES: OREGON TRAIL is most appropriate for small groups with each member assigned specific duties. This multipurpose program can be integrated into social studies, language arts, math, or basic economics classes. It can be used to teach problem-solving techniques, to launch a study of our past, to compare and contrast past and present, or to develop vocabulary and interpersonal skills.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: Consequences for poor decisions are felt as travelers move along the trail.

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: PreGED Prep-Test 2 (Social Studies)
PRODUCER: Intellectual Software/Queue COPYRIGHT: 1984
GRADE LEVEL: 10-12,A SUBJECT AREA: SS
MODE: D/P,TU,CMI OTHER MODES:
TOPICS: US geography, US history, possessions PRICE: 235.00
MASTER DISKS: 9 BACKUPS: None GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $10.00 per disk at anytime
PREVIEW POLICY: 30 days to requests on letterhead
LAB PACK: Yes ITEMS IN LAB PACK: Small: 5 disks; Large: 10 or more copies
LAB PACK PRICE: Small: 3 X retail; Large: 50% discount
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: 995.00 SERIES ITEMS: 5 pkgs
SERIES TITLE: PreGED Series
LICENSING AGREEMENTS: Not available
COMPUTER USED FOR REVIEW: Apple IIe(1 enhanced OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: O GRAPHICS PAD: O PRINTER: O OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: O PADDLES: O
COLOR MONITOR: O JOYSTICK: O MOUSE: O

CONTENT: PREGED PREP-TEST 2, (SOCIAL STUDIES) is one of five packages in the series PreGED Preparation. This program contains nine disks and a teacher's manual. The first seven disks contain information about the 50 states, Puerto Rico, and the Virgin Islands. Each disk has a narrative about certain states, followed by matching or fill-in-the-blank questions, plus a review test for that disk's content. Disks 8 and 9 present a semitutorial, game approach to personalities in American history. The user is a roving reporter seeking interviews. Following data presentation, a multiple-choice format is used to select the person to be interviewed. Each question has an assigned point value. A hard copy of a user's performance can be produced.

STRENGTHS: The program is menu-driven and easy to use. It provides on-screen display of student responses following each category, and allows the teacher to make hard copies of an analysis of a student's responses. It is suggested that a user stay with a particular topic if he/she has not performed well. The user can exit the program and reenter at the same place to complete the series of questions. Disks 8 and 9 provide positive feedback and clear on-screen instructions. One hint per question is provided, and a list of top scorers is kept.

WEAKNESSES: The program contains too many disks. Disks 1-7 do not allow for second chance responses, spelling must be exact, the screen reacts slowly to responses, and the management system accommodates only 10 student records. The format for disks 8 and 9 is repetitive, there is no provision for hard copy of responses, and disk 9 contains incorrect data. Also, these disks require too much prior knowledge of American history for the program to achieve its stated purpose.

USES: This program can be used effectively for individual or group work and is suitable for anyone who needs structured preparation for the GED exam. The Geography section is good for 6th to 9th graders with average ability. The American history section is good for 9th grade to adult level, if the student has a good background in U.S. history or expects to use the disk as a study/learning source.

RECOMMENDATION: Recommended with reservations

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Proportions in Geometry
PRODUCER: Bergwall COPYRIGHT: 1985
GRADE LEVEL: 10-12 SUBJECT AREA: MA
MODE: CMI,D/P,TU OTHER MODES:
TOPICS: Plane geometry/proportions in geometry PRICE: 169.00
MASTER DISKS: 4 BACKUPS: 4 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Demo Disk
BACKUP POLICY: Included
PREVIEW POLICY: Free 21-day preview
LAB PACK: Yes ITEMS IN LAB PACK: 24-6 copies of each disk in the package
LAB PACK PRICE: 338.00
NETWORK VERSION: No NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS: Site licensing
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: Div-DOS MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: P OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: P JOYSTICK: MOUSE:

CONTENT: PROPORTIONS IN GEOMETRY is a menu-driven program that contains four diskettes to teach and review basic properties of proportions. These learned properties are then applied to plane geometry applications involving line segments in a circle, line segments in a right triangle, and line segments parallel to a side of a triangle. The program also contains explanations for any problems missed, upon the request of the student.

STRENGTHS: The information presented is clear and concise. No teacher intervention is required. The pace is determined by the student. The management system allows the teacher to view and to print one score or the entire class scores. The program can be used as a stand-alone unit without management. The student can request on-line help or solutions to the problems. The displays are attractive. The additional set of backups with free immediate replacement is a big plus for the purchase decision.

WEAKNESSES: The program records the score at the end of the sessions only. The on-line scratch pad is cumbersome and inconvenient, as the problem is not on the screen at the same time.

USES: The program can be used for the introduction, review, or testing of the basic concepts presented in PROPORTIONS IN GEOMETRY.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12748 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Puzzler, The
PRODUCER: Sunburst COPYRIGHT: 1985
GRADE LEVEL: 3-6 SUBJECT AREA: LA
MODE: P/S OTHER MODES:
TOPICS: Predicting/confirming strategies PRICE: 65.00
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Backup included
PREVIEW POLICY: 30-day loan
LAB PACK: Yes ITEMS IN LAB PACK: 10
LAB PACK PRICE: 195.00
NETWORK VERSION: Yes NETWORK PRICE: 195.00
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: IBM OPERATING SYSTEM: MS DOS MEMORY: 128K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: X COMMODORE: X
MAC: IBM PC: X TANDY 1000: X OTHER COMPUTERS: TRS-80 Color
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER: Color graphic card
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: THE PUZZLER is a menu-driven language arts program designed to develop problem-solving strategies. The program consists of five open-ended stories. Each page is presented on a screen and is followed by questions requiring the user to predict answers based on syntactic, semantic, and/or pragmatic cues. As the story progresses, predictions are either confirmed or negated. Lesson plans and transparencies provide opportunities for individual and/or group follow-up activities.

STRENGTHS: THE PUZZLER is user-friendly with automatic start-up, easy access and exit, and on-line documentation. The program is appropriate for individual, small group, and large group instruction. Lesson plans and transparencies provide additional instructional activities. The user's creativity is fostered, in that questions have multiple correct answers. Minimal teacher intervention is necessary.

WEAKNESSES: The brevity of each story and the quantity of stories limit the usefulness of the program.

USES: THE PUZZLER can be successfully used with individuals or groups in grades 3-6 who need practice in predicting outcomes.

RECOMMENDATION: Recommended with reservations

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Reading Comprehension: 3,4,5
PRODUCER: Intellectual Software/Queue COPYRIGHT: 1983
GRADE LEVEL: 3,4,5 SUBJECT AREA: LA
MODE: TU,D/P OTHER MODES:
TOPICS: Reading PRICE: 65.00
MASTER DISKS: 3 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $10.00/disk
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: Reading Comprehension
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: READING COMPREHENSION: 3, 4, 5 is part of the series sold separately for each grade. These programs are designed to develop skills in reading comprehension, recall, and inference. A lesson in each program presents a passage to be read by the student, followed by multiple-choice questions about the passage. The first question is the easiest, and the last the most difficult.

STRENGTHS: The programs are menu-driven, auto-start, and easy to use. The programs use an appropriate level of vocabulary to present a variety of reading selections that are clear and concise. The programs provide immediate feedback. If the student response is incorrect, the correct response is highlighted in the related text on the screen. Students may exit the lessons at any time and see their scores.

WEAKNESSES: There are no graphics. It is not possible to correct the mistakenly punched keys for a response. The user's guide is not very helpful; it does not provide information about the individual lessons. The guide states that when an incorrect response to a inferential question is entered, the correct answer is explained; actually, the correct answer is displayed, but not explained.

USES: The series is recommended with reservations for remediation or enrichment.

RECOMMENDATION: Recommended with reservations

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Reading Comprehension: 6,7,8
PRODUCER: Intellectual Software/Queue COPYRIGHT: 1983
GRADE LEVEL: 6-8 SUBJECT AREA: LA
MODE: D/P OTHER MODES:
TOPICS: Reading comprehension, recall, inference PRICE: 65.00
MASTER DISKS: 3 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $10.00/disk
PREVIEW POLICY: 30 days
LAB PACK: No ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: Reading Comprehension
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple OPERATING SYSTEM: DOS 3.3 MEMORY: 48k
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: READING COMPREHENSION: 6, 7, 8 is part of a series sold separately for each grade by Intellectual Software. These three programs are designed to develop student skills in reading comprehension, recall, and inference. A lesson in each program presents a passage to be read by the student, followed by multiple-choice questions about the passage.

STRENGTHS: The programs present a variety of reading selections that are interesting. The programs use an appropriate level of vocabulary. The special features section is well written and documented. The program is menu-driven, auto-start, and easy to use.

WEAKNESSES: The management system is difficult to use; the reviewer had some problem with erasing student records. The program does not promote higher-level thinking skills. Most of the answers were found verbatim in the text. There are no graphics. The screen was often cluttered and difficult to read.

USES: The series is recommended with reservations for remediation purposes to monitor reading progress.

RECOMMENDATION: Recommended with reservations

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Road Rally U.S.A.
PRODUCER: Bantam COPYRIGHT: 1985
GRADE LEVEL: 5-7 SUBJECT AREA: SS
MODE: Sim OTHER MODES:
TOPICS: Geography, states and capitals PRICE: 39.95
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Guide card
BACKUP POLICY: None stated
PREVIEW POLICY: 30 day warranty
LAB PACK: No ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: 119.85 SERIES ITEMS: 3
SERIES TITLE: Micro Workshop Series
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: N/A MEMORY: 64K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE: X
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: R JOYSTICK: MOUSE:

CONTENTS: ROAD RALLY U.S.A.'s game format develops students' map skills as they simulate competitive trips through seven regions of the continental United States. The package contains eight card-stock road maps. One side of the cards shows highway maps of major geographic regions of the United States; the other side provides information about the states within the region. The object of the road rally is to use the least amount of time going from one point to another, following specific rules. After students choose a region through which to travel, a regional map is displayed on the screen indicating the car's starting location. After studying this and using the map card to plot a route, the driver calls up the sectional map and begins moving toward the destination. Students work at three levels of difficulty. At the first level, drivers must reach three specified destinations. At the second level, drivers identify three destinations by solving clues based on facts shown on the map cards. Finally, they identify five destinations from clues. An illustrated instructional card explains the object of the game and suggests strategies for play.

STRENGTHS: The game format and colorful animated graphics of ROAD RALLY U.S.A. are challenging and motivating. Variety within the game and random presentation of trips afford students opportunities to become familiar with all regions of the country. Optional levels ensure that students are challenged through many uses of the program.

WEAKNESSES: The program, at times, provides too much visual information for students to absorb effectively. Such close attention is required to avoid road hazards and find landmarks that students cannot always concentrate on following their intended paths. The guide does not cover the basic concept of road rallies; therefore, users may take too lightly the sport's emphasis on preplanning routes, obedience to traffic laws, and the identification of checkpoints.

USES: This activity is an appealing change of pace for reviewing geography facts and strengthening map-reading skills. Highly motivated individuals enjoy playing solo, and the game moves fast enough for pairs of students to compete for the fastest trip.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12748 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Settling America
PRODUCER: World Book COPYRIGHT: 1985
GRADE LEVEL: 6-11 SUBJECT AREA: SS
MODE: SIM,P/S,GA OTHER MODES:
TOPICS: U.S. frontier life/1789-1793 PRICE: 39.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Help card
BACKUP POLICY: $9.95 on request
PREVIEW POLICY: 30 days
LAB PACK: No ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe, IIc OPERATING SYSTEM: DOS 3.3 MEMORY: 64K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: R JOYSTICK: MOUSE:

CONTENT: SETTLING AMERICA is simulation based on the factual journals of the Frasiers, a typical pioneer family living near Marietta, Ohio, around 1790. The user makes decisions that influence the success or failure of the family and its farm. The decisions are evaluated, and immediate feedback is given. The manual, Users Information, and Activity Guide contain classroom activities in arts and crafts, cooking, and creative writing.

STRENGTHS: The program features automatic start-up, is menu-driven, and requires little or no teacher intervention. The pace is controllable, there is easy access to and exit from the program, and it can be interrupted and saved. Graphics are colorful and appropriate, and sound is optional. Feedback is immediate and provides information on why a particular decision was good or bad. Information is clear and factual, and language and terminology are correct. Directions are concise and appropriate. Manual offers historical background material and suggestions for projects.

WEAKNESSES: The program's maps contain little detail, and a map of the entire settlement would be helpful. Sound can not be shut off following the instructions, and the tunes lack variety. Print is crowded.

USES: This program is designed for students in grades 5 through 9. With teacher introduction, elementary students can work in small groups or individually. For individual middle and high school students, the program is a good reward activity. The program can be used to teach/reinforce Westward Movement, specifically daily life on the frontier. It can also provide the focus for a class on decision making, with the teacher using each set of decision options as the basis for a discussion.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: The sound can be "toggled" on or off at any point in the program using the Apple Key and "S."

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12748 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Social Studies Skill Builder
PRODUCER: Intellectual Software/Queue COPYRIGHT: 1984
GRADE LEVEL: 9-12 SUBJECT AREA: SS
MODE: P/S OTHER MODES: GA,TU,D/P,CMI
TOPICS: Analytical reading & writing skills PRICE: 59.95
MASTER DISKS: 2 BACKUPS: None GUIDE/MANUAL: 1
OTHER DOCUMENTATION: N/A
BACKUP POLICY: Optional purchase at $10/disk anytime
PREVIEW POLICY: 30 days to requests on letterhead
LAB PACK: Yes ITEMS IN LAB PACK: Small: 5 disks; Large: 10 or more copies
LAB PACK PRICE: Small: 3 x retail; Large: 50% discount
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: Not Available
COMPUTER USED FOR REVIEW: Apple IIe, IIc OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: O GRAPHICS PAD: O PRINTER: O OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: O PADDLES: O
COLOR MONITOR: O JOYSTICK: O MOUSE: O

CONTENT: SOCIAL STUDIES SKILL BUILDER combines problem solving with the development of analytical reading and writing skills. The package consists of two disks containing 13 lessons designed to improve thinking, reading, and writing skills. Users choose a lesson from a menu, then are directed through the activity that begins with a statement defining terms and explaining the task to be performed. The lessons include answering questions about various readings and constructing paragraphs and essays.

STRENGTHS: This menu-driven program features automatic start-up and clear, concise directions. This software's strength is in its focus on the higher levels of thinking. The student learns how to identify the central idea of an essay and develops problem-solving skills. The questions go beyond identification or memorization; they actually make the student think.

WEAKNESSES: There is no use of graphics or sound, and many screens appear cluttered due to excessive amounts of text. Grammatical structure within a number of passages was questionable. The CAPS LOCK key must be down, since any lower-case letter is considered incorrect, even if the actual letter is correct.

USES: This program can be used by either an individual or a small group. It would be excellent for middle grades enrichment and would be a valuable supplement for any general-level secondary social studies class. It can also be used to provide practice in improving reading comprehension and composition.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Stickybear ABC
PRODUCER: Weekly Reader COPYRIGHT: 1984
GRADE LEVEL: K-1 SUBJECT AREA: LA
MODE: D/P OTHER MODES:
TOPICS: Letter and word recognition PRICE: 39.95
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Posters,Sticker
BACKUP POLICY: $10.00
PREVIEW POLICY: 30 days with purchase order
LAB PACK: Yes ITEMS IN LAB PACK: 5
LAB PACK PRICE: 75.00
NETWORK VERSION: NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE: X
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: P JOYSTICK: MOUSE:

CONTENT: STICKYBEAR ABC is a drill-and-practice, menu-driven language arts program designed to reinforce alphabet mastery. The user selects from one of three menu options. In "ABC," the user presses any letter, and both a word beginning with that letter and an animated picture of the word appear on the screen. In "Order," the user types the letters of the alphabet in correct order. In "Match," the user types the letter highlighted on the screen. Support material includes a hardbound book, poster, and stickers.

STRENGTHS: STICKYBEAR ABC is user-friendly program with automatic start-up and easy access and exit. Sound, color, and graphics are highly motivational for young children. The program length and complexity are appropriate for the targeted group. Students are able to work at their own pace.

WEAKNESSES: The program is operationally slow.

USES: STICKYBEAR ABC is designed for the preschool and beginning elementary school child. In addition to reinforcing alphabet mastery, Stickybear ABC could be used to promote computer awareness in the young child.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12748 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Stickybear Reading
PRODUCER: Weekly Reader COPYRIGHT: 1984
GRADE LEVEL: 1-3 SUBJECT AREA: LA
MODE: D/P,GA OTHER MODES:
TOPICS: Word match and constructing sentences PRICE: 39.95
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Poster, book
BACKUP POLICY: 10.00
PREVIEW POLICY: 30-day preview with purchase order
LAB PACK: Yes ITEMS IN LAB PACK: 5 disks
LAB PACK PRICE: 75.00
NETWORK VERSION: NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE: X
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: P JOYSTICK: MOUSE:

CONTENT: STICKYBEAR READING is a menu-driven, drill-and-practice language arts program designed to increase the user's reading vocabulary using both pictorial and content clues. The menu provides the user with three options. "Match the Words" requires the student to match the missing word with a picture cue within the context of a sentence in "Find the Words." In "Build A Sentence," the student combines phrases to construct a sentence. Support materials include a hardbound book, poster, stickers, and additional suggestions for reinforcement activities.

STRENGTHS: STICKYBEAR READING is user-friendly with automatic start-up and easy access and exit. The excellent use of color, graphics, and sound provide additional instruction for young users.

WEAKNESSES: STICKYBEAR READING is operationally slow. In addition, students will need teacher assistance in operating the program.

USES: STICKYBEAR READING is designed for the beginning readers in grades 1-3.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12748 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Take Me North
PRODUCER: World Book COPYRIGHT: 1986
GRADE LEVEL: K-5 SUBJECT AREA: SS
MODE: GA OTHER MODES: SIM,P/S
TOPICS: Map skills, geography, direction PRICE: 39.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Help Card
BACKUP POLICY: $9.95 on request
PREVIEW POLICY: 30 days
LAB PACK: No ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 64K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: R JOYSTICK: MOUSE:

CONTENT: TAKE ME NORTH is a menu-driven program designed to introduce map-reading skills. Arrows are used to move objects in cardinal directions through the rooms of a house. Options from the menu become progressively more difficult, with each using information based on the previous selections.

STRENGTHS: The program is menu-driven with automatic start-up and should require little teacher intervention since on-line documentation is clear and appropriate for the intended grade levels. Sound is used, and graphics are good even on a monochrome monitor. Feedback is appropriate, and positive reinforcement is provided. Support materials are suitable.

WEAKNESSES: Sound cannot be turned off after the game is in progress, and there is no means for recording or saving information.

USES: The program, which is designed for use with primary grades, can be used as a lead-in or follow-up activity with small or large groups. It is also appropriate for remedial students in grades 4-6.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: The sound can be "toggled" on or off at any point in the program using the Apple Key and "S."

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Toward Better Reading Skills (A-F)
PRODUCER: Intellectual Software/Queue COPYRIGHT: 1986
GRADE LEVEL: 4-8 SUBJECT AREA: LA
MODE: D/P OTHER MODES: CMI,TU
TOPICS: Reading Comp.,Dict.& Word Study Skills PRICE: 39.95
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $10.00 per disk
PREVIEW POLICY: 30 days upon request
LAB PACK: Yes ITEMS IN LAB PACK: Varies
LAB PACK PRICE: 5 disks@3 times retail;10 or more-50%off
NETWORK VERSION: NETWORK PRICE:
SERIES PRICE: 195.00 SERIES ITEMS: 6
SERIES TITLE: Toward Better Reading Skills (A-F)
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: 0 GRAPHICS PAD: 0 PRINTER: 0 OTHER:
2ND DISK DRIVE: 0 TOUCH SCREEN: 0 PADDLES: 0
COLOR MONITOR: 0 JOYSTICK: 0 MOUSE: 0

CONTENT: TOWARD BETTER READING SKILLS (A-F) is a menu-driven drill- and-practice language arts program designed to increase the user's reading comprehension and vocabulary skills. Reading comprehension activities address the specific skills of main ideas, drawing conclusions, factual recall, and figurative language. Vocabulary is developed through dictionary skills, context clues, synonyms, antonyms, and multiple meaning. The program contains six disks. Each disk presents a fanciful story, which is divided into eight modules. Modules consist of four passages, each of which is followed by a comprehension and word-study question. The student selects a lesson or module, reads the passage, and answers the two multiple-choice questions. A management system records and prints student scores.

STRENGTHS: Both instructions or questions and the reading passage appear simultaneously via a two-window screen. The user is given two opportunities to answer correctly. The first incorrect answer is followed by a clue. The second incorrect answer results in the display of the correct answer and an explanation.

WEAKNESSES: Both on-line and hard-copy documentation are of limited scope and value. An internal flaw necessitates the occasional rebooting of the program. Minimum educational benefit can be derived with only two questions per story segment. Since the entire series contains one continuous story line, the entire series would need to be purchased and used in sequence. Lack of variation in the text or questions causes the program to be boring and unmotivational.

USES: While the reading level of Toward Better Reading Skills (A-F) is appropriate for the upper elementary grades, the sophisticated content is more appropriate for remedial instruction of junior and senior high school students.

RECOMMENDATION: Not recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Transportation
PRODUCER: Intellectual Software/Queue COPYRIGHT:
GRADE LEVEL: K-4 SUBJECT AREA: SS
MODE: GA,D/P OTHER MODES: Database
TOPICS: Transportation PRICE: 39.95
MASTER DISKS: 1 BACKUPS: None GUIDE/MANUAL: 1
OTHER DOCUMENTATION: N/A
BACKUP POLICY: Optional purchase at $10/disk anytime
PREVIEW POLICY: 30 days to requests on letterhead
LAB PACK: Yes ITEMS IN LAB PACK: Small: 5 disks; Large: 10 or more copies
LAB PACK PRICE: Small: 3 X retail; Large: 50% discount
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: 425.00 SERIES ITEMS: 12
SERIES TITLE: Developing Language Skills
LICENSING AGREEMENTS: Not available
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: O GRAPHICS PAD: O PRINTER: O OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: O PADDLES: O
COLOR MONITOR: O JOYSTICK: O MOUSE: O

CONTENT: TRANSPORTATION is a menu-driven program designed to help students develop language skills. The program consists of three matching games which cover 32 vocabulary words relating to transportation. Users label vehicles and types of transportation. A "picture book," which can be used in conjunction with the program, is provided.

STRENGTHS: The program is colorful, motivational, and easy to use. There is a high level of interaction between the child and the computer, and the user receives immediate feedback. Student scores are automatically displayed at the end of the program. The management system allows the teacher to save scores and print out either selected scores or scores for the entire class.

WEAKNESSES: There are no on-screen instructions for playing the game, so the teacher must provide directions. The program is less motivational without a color monitor.

USES: An excellent supplement for picture, word, and color recognition. It can be used in kindergarten to identify modes of transportation and with grades 1-4 to learn transportation vocabulary. It can also be used with special education students at higher grade levels.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: U.S. Atlas Action
PRODUCER: DLM COPYRIGHT: 1985
GRADE LEVEL: 5-8 SUBJECT AREA: SS
MODE: GA,DP OTHER MODES:
TOPICS: U.S. geography, map skills PRICE: 46.00
MASTER DISKS: 2 BACKUPS: N/A GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Chart/Guide
BACKUP POLICY: 15.00/program
PREVIEW POLICY: 30 days on approval
LAB PACK: No ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: N/A MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: O GRAPHICS PAD: O PRINTER: O OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: O MOUSE: O

CONTENT: U.S. ATLAS ACTION is a 2-disk, menu-driven game for 1 or 2 players. Activities provide practice in basic geography facts from U.S., regional, and state maps. The user can select activities from the menu, add new content, or delete content for each map. The program also provides game control options such as response time, sound, number of players, joystick control, game analysis, and retention of scores for up to 40 students. These scores can be printed or saved. The difficulty level of the game increases as the user progresses thru the program.

STRENGTHS: The program has automatic start-up, is menu-driven, and provides easy access and exit. The wide range of activities requires little or no teacher intervention. On-line documentation is clear and easy to follow. Graphics and sound are used effectively, and there is immediate feedback on incorrect responses. Scores can be saved, and pace, level, and sound are user-controlled.

WEAKNESSES: The only two weaknesses identified were that the program can be used by only one or two players at a time and that users may be unfamiliar with certain state maps.

USES: This program is excellent for use with grades five through eight. It can be used as individual reinforcement for geography facts and map skills such as identifying states, recognizing major cities, distinguishing land forms, differentiating geographic terms, and interpreting map symbols. It could also be used with two class teams.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Washington's Decisions
PRODUCER: Educational Activities COPYRIGHT: 1986
GRADE LEVEL: 8-12 SUBJECT AREA: SS
MODE: SIM,CMI,P/S,TU OTHER MODES:
TOPICS: Early U.S. history (revolution,constitu) PRICE: 63.00
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: document.
OTHER DOCUMENTATION: management sys.
BACKUP POLICY: 1 free with purchase
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 10 additional disks/1 document & binder
LAB PACK PRICE: 3 X catalog price
NETWORK VERSION: Yes NETWORK PRICE: 3 X cat
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: O GRAPHICS PAD: O PRINTER: O OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: O PADDLES: O
COLOR MONITOR: O JOYSTICK: O MOUSE: O

CONTENT: WASHINGTON'S DECISIONS is a social studies simulation that recreates the circumstances surrounding sixteen major decisions made by George Washington. The user is asked to identify the decision that Washington made in each situation. The user may make an immediate decision or request help provided through maps, pictures, and other information. Bonus questions that reemphasize each lesson allow the user to improve his/her score and measure comprehension. Scores can be saved for as many as 40 students, and the management system allows the teacher to view student records. The package contains one disk and a teacher's guide.

STRENGTHS: The program has automatic start-up, controllable pacing, optional sound, and easy access and exit and offers tutorial and review features. Information is clear and concise and factually accurate; feedback is immediate and appropriate, and little or no teacher intervention is needed. There is a stop-and-save option, and scores for up to 40 students can be saved. These scores provide the teacher with information on how each decision and bonus question was answered. Single student records or the entire file may be deleted. Supplementary materials, including four activity masters, are good.

WEAKNESSES: The only weakness identified is that the program can be interrupted and saved at only three specific points.

USES: This program should be very appealing to middle grade/junior high and low-level high school students. It can be used by one or two students at a time or with an entire class, by discussing each potential decision and entering a majority choice. It is appropriate for use at the beginning of a unit on the Revolution as a stimulus to student interest or after such a unit to increase meaning of events discussed. It can be used alone, as well as in conjunction with a course on U.S. History, and is most appropriate for students with some knowledge of early American History.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: What's My Line
PRODUCER: Intellectual Software/Queue COPYRIGHT: N/A
GRADE LEVEL: 3-8 SUBJECT AREA: SS
MODE: GA OTHER MODES: Utility, Info Filer
TOPICS: Career guidance, questioning skills PRICE: 34.95
MASTER DISKS: 1 BACKUPS: None GUIDE/MANUAL: 1
OTHER DOCUMENTATION: N/A
BACKUP POLICY: Optional purchase at $10/disk at anytime
PREVIEW POLICY: 30 days to requests on letterhead
LAB PACK: Yes ITEMS IN LAB PACK: Small: 5 disks; Large: 10 or more copies
LAB PACK PRICE: Small: 3 X retail; Large: 50% discount
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: Not available
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: O GRAPHICS PAD: O PRINTER: O OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: O PADDLES: O
COLOR MONITOR: O JOYSTICK: O MOUSE: O

CONTENT: WHAT'S MY LINE?, a game similiar to "Twenty Questions," helps the user learn about different occupations by answering a series of questions. The program begins by "knowing about" two jobs. Users build separate name files of other jobs by defining them via a sentence description that differentiates each from previously known/learned jobs. The computer stores questions and appropriate answers so that the next user will have additional questions to answer and occupations to study.

STRENGTHS: The program has automatic start-up and parts are menu-driven. Job names and descriptions can be saved on a separate disk.

WEAKNESSES: During directions, user has no control of display pacing. Documentation is very limited and contains no lesson plan information or worksheets and does not indicate that the CAPS LOCK key needs to be down. Typing skills are a must to operate portions of the program. There is no check for accuracy of input of job descriptions and no way to edit a file. The program "hangs" often while listing contents of a file. One evaluator added, "Could not remove a file I created."

USES: Each student could make a game, and the teacher could check it for accuracy, or the entire class could make one large game with everyone contributing. This could be the catalyst for having students do research about a variety of careers.

RECOMMENDATION: Recommended with reservations

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: WhizCalc II
PRODUCER: World Book COPYRIGHT: 1986
GRADE LEVEL: 5-8 SUBJECT AREA: MA
MODE: D/P OTHER MODES:
TOPICS: Word problems, junior spreadsheet PRICE: 39.95
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Lam. Help Cards
BACKUP POLICY: On request
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 64K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: R JOYSTICK: MOUSE:

CONTENT: WHIZCALC II is a three-part drill-and-practice mathematics program for grades 5-8. WhizCalc Tutor shows the user how the program works. Math Word Problems provides practice in solving word problems. It has a data base of over 100 word problems in 5 levels of difficulty. CalcScreen is a junior spreedsheet.

STRENGTHS: The user can choose the difficulty level of the word problems. An example of the type of word problem is given for each level of difficulty. A handy laminated Help card provides assistance in the program's operation. Word problems are reduced to single logical steps in order to derive their solutions. The user can return to the main menu at any point in the program, and the music can be turned off.

WEAKNESSES: Solving Word Problems section uses developmental approach on all problems: this is too wordy if student is doing well with concept. The level of difficulty refers to numerical problems only--word problem situations are not more difficult at higher levels. CalcScreen is very simple, and it prints only nine columns wide. Students in target age group would need a lot more practice in CalcScreen than is given in the manual. Calculations in CalcScreen do not use parentheses, and calculation is done left to right. The spreadsheet cannot be worked without teacher assistance or extended use of the manual.

USES: This program could be used for developmental and enrichment activities. Word problems can be used independently. CalcScreen could be used by an advanced student.

RECOMMENDATION: Recommended with reservations

PRODUCER'S COMMENT: The developmental approach to word problems can be tiring for students who are doing well. However, it is very helpful for those students who are not doing so well. WhizCalc II is a junior spreadsheet, and for that reason we tried to keep it simple.

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Who Am I?
PRODUCER: Intellectual Software/Queue COPYRIGHT: N/A
GRADE LEVEL: 3-9 SUBJECT AREA: SS
MODE: GA,D/P OTHER MODES:
TOPICS: Historical biographies/famous people PRICE: 34.95
MASTER DISKS: 1 BACKUPS: None GUIDE/MANUAL: 1
OTHER DOCUMENTATION: N/A
BACKUP POLICY: Optional purchase at $10.00/disk anytime
PREVIEW POLICY: 30 days to requests on letterhead
LAB PACK: Yes ITEMS IN LAB PACK: Small: 5 disks; Large: 10 or more copies
LAB PACK PRICE: Small: 3 X retail; Large: 50% discount
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: Not available
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: O GRAPHICS PAD: O PRINTER: O OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: O PADDLES: O
COLOR MONITOR: O JOYSTICK: O MOUSE: O

CONTENT: WHO AM I? is a menu-driven game that allows the user to "teach" the computer about historical personalities selected either by the student or the teacher. The user enters a question that can be answered by either "yes" or "no" and that identifies the individual selected. From the question entered, the computer attempts to guess the name of the person.

STRENGTHS: This menu-driven program requires little teacher intervention. The user determines the specific content area and can retype a question if an error is made. He/she is able to move at his/her own pace and is allowed several chances to "help" the computer identify the correct historical character. Data can be stored on a separate disk, and the program can be interrupted and saved.

WEAKNESSES: This program did not hold the attention of many students. It provides no feedback and accepts anything as a question. When a question is missed, the same response is repeated. Only upper-case letters are accepted, and the manual doesn't indicate that the CAPS LOCK key must be down. On-screen print is difficult to read because of poor spacing. Although student data can be saved onto another disk, it is difficult to save information that the teacher or student puts into the computer.

USES: The program can be used with individuals, small groups, or an entire class in grades 3 - 8 to reinforce knowledge of famous people. Since the teacher determines the content of the game, it could fit into any elementary social studies classroom.

RECOMMENDATION: Recommended with reservations

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12748 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Writing 1-5
PRODUCER: Designware (Britannica) COPYRIGHT: 1985
GRADE LEVEL: 9-12,A SUBJECT AREA: LA
MODE: D/P,TU OTHER MODES:
TOPICS: Writing and editing skills PRICE: 100.
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1 per vol.
OTHER DOCUMENTATION:
BACKUP POLICY: $12.00 if warranty card is on file
PREVIEW POLICY: Through dealers
LAB PACK: No ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: NETWORK PRICE:
SERIES PRICE: 100. SERIES ITEMS: 5
SERIES TITLE: Writing Curriculum Pack
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: IBM PC OPERATING SYSTEM: MS-DOS MEMORY: 64K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER: Color graphic card
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: WRITING SKILLS SERIES is a menu-driven, drill-and-practice program designed for users who want to improve their written communication skills. This series contain five independent disks containing lessons on possessives/contractions, nounplurals/possessives, subject-verb agreement, pronoun cases, troublesome modifiers, and consistency. Each program has a built-in pretest, text practice, and a topic test. User is asked to take a built-in pretest that evaluates previous knowledge of lessons. The percentage of mastery is given, and indications of which lessons to study are provided on the menu and on the learning manager. Upon completion of all topic tests, the user can take the volume posttest. Lessons are presented in a question/answer format, and practice is in the form of text editing. A built-in editor allows user to correct errors in written passages on the screen.

STRENGTHS: This program includes a learning management component and help, tutorial, and review features. It contains clear and concise information, offering several examples before text-editing evaluation. It includes a controllable pace and choice of levels, allowing active participation and decision making on the part of the user. The subject matter is comprehensive and structured. The concepts are explained on the screen in simple sentences with highlighted and/or blinking examples. Immediate feedback is available for the sentences and the paragraphs, as well as a test at the end of each section. A demo section is available for demonstration.

WEAKNESSES: The built-in editing feature is cumbersome to use, and instructions are not always clear enough for the user to accomplish what is intended. The movement of the program is a little slow. Commands directed to the user in the sentence fragment area do not respond as instructions suggest, which may cause difficulty to the user in controlling the flow of the program.

USES: This program is suitable for individual or small-group instruction in grades 9-college for students who want to improve their written communication skills. The user must read at or above grade level and have good keyboarding skills.

RECOMMENDATION: Recommended with reservations

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.